



PLAYBOO

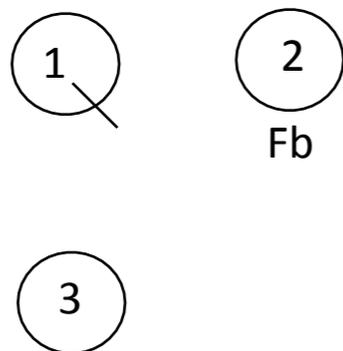
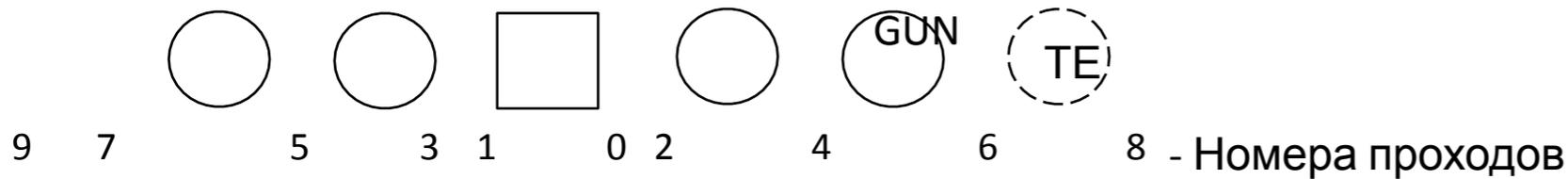
K

OFFENS

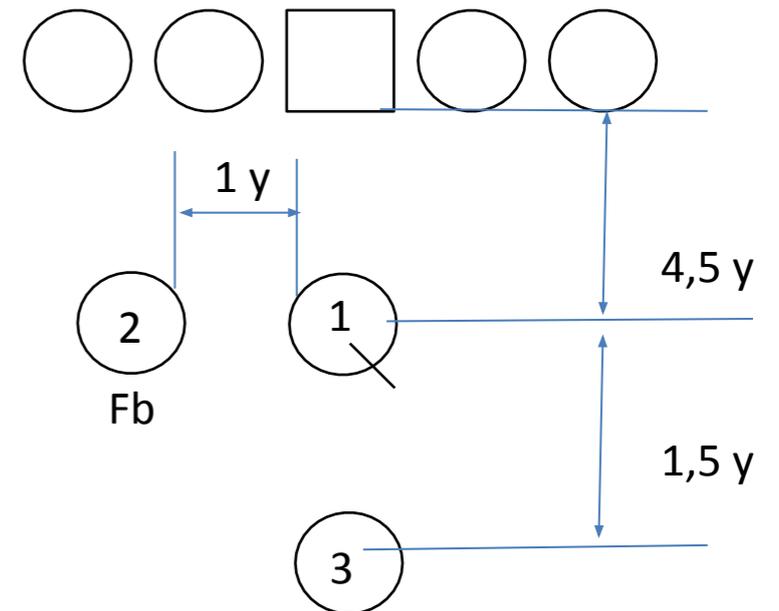
E

# Задние бегущие ROV

Нумерация игроков для обозначения в комбинациях при формации SHOT

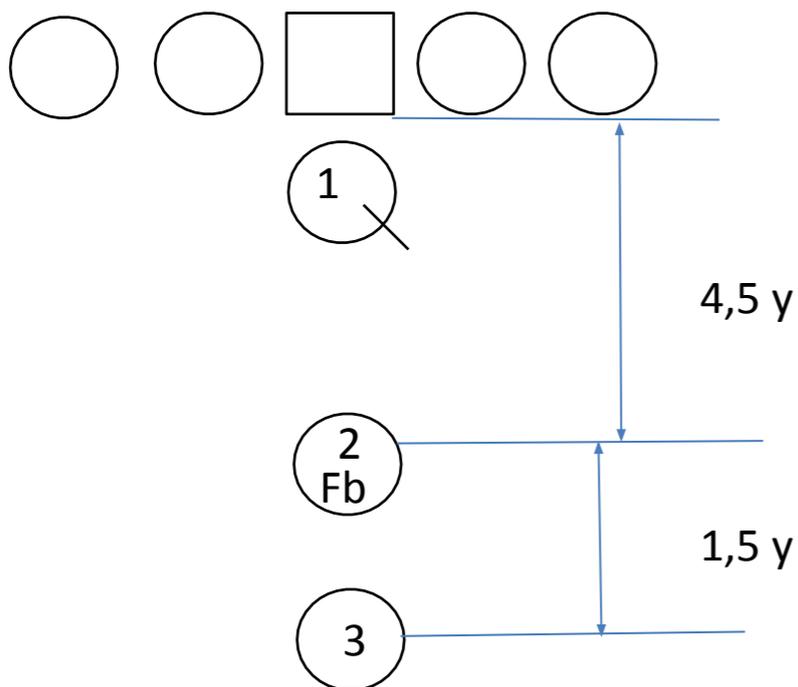


# Задние бегущие LOB



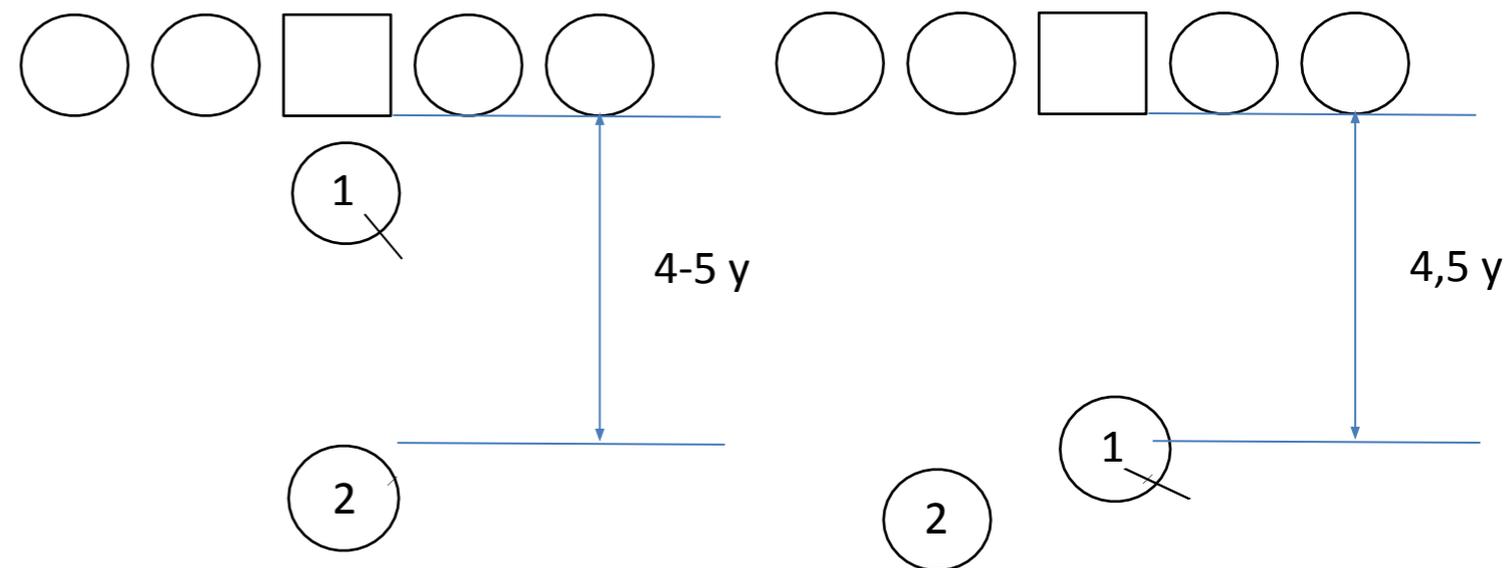
# Задние бегущие I-формация

Нумерация игроков для обозначения в комбинациях при снэпе от центра

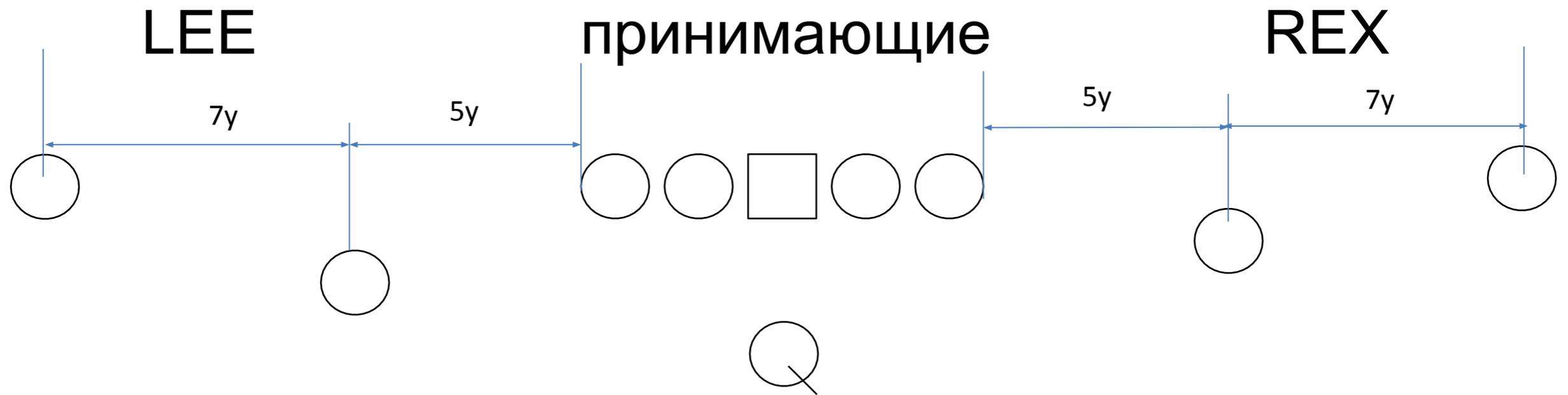
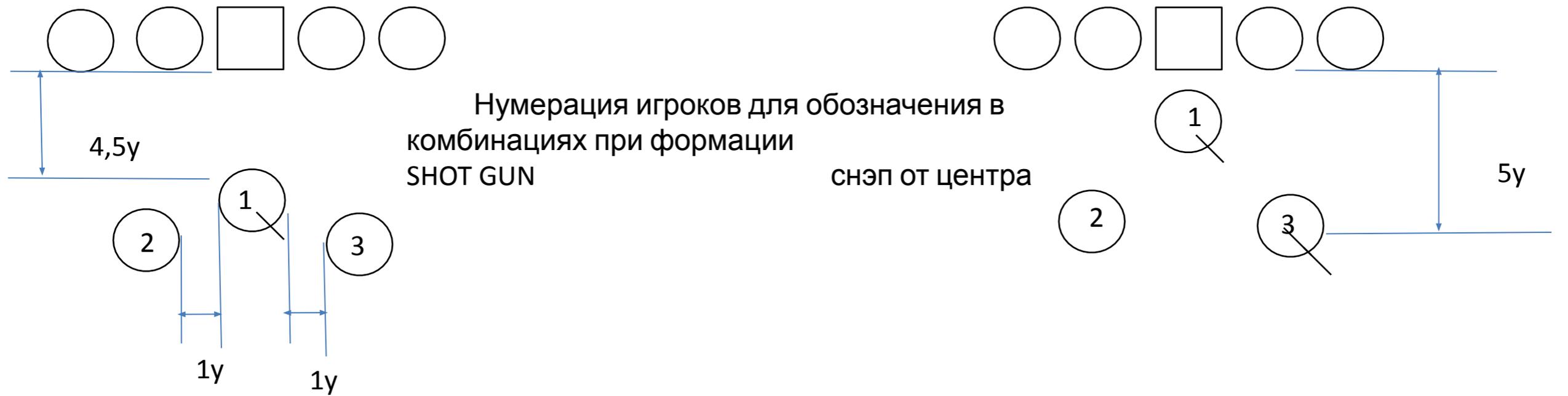


# Задние бегущие

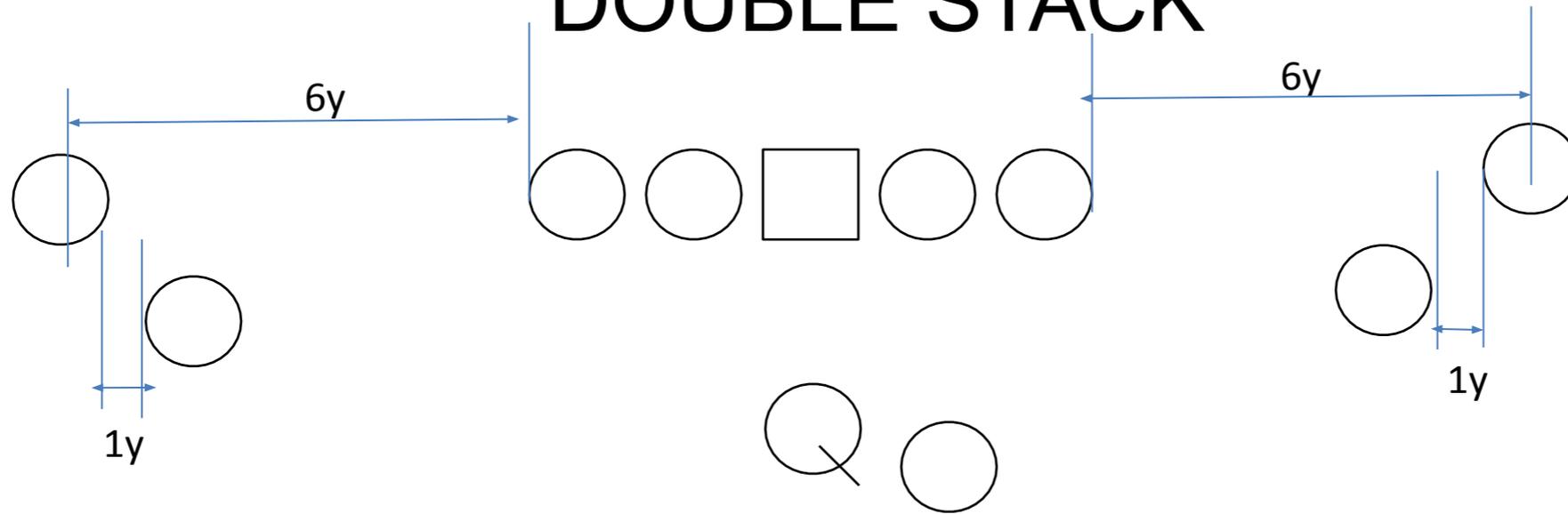
Нумерация игроков для обозначения в комбинациях при формации SHOT GUN



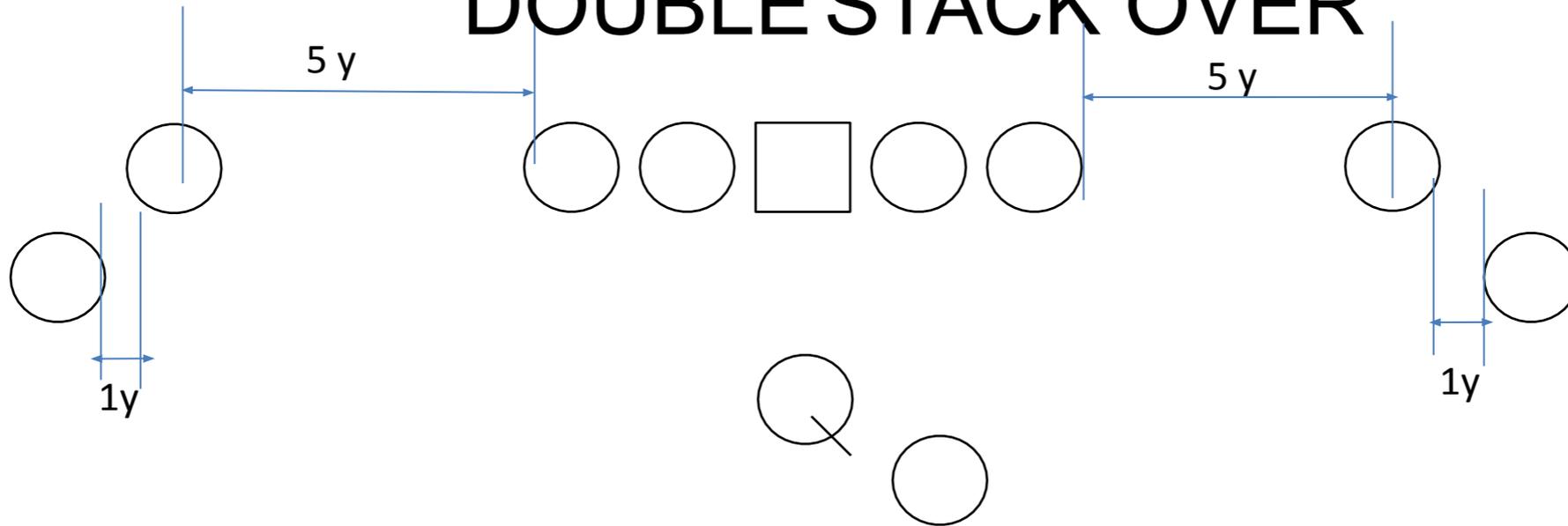
# Задние бегущие SPLIT



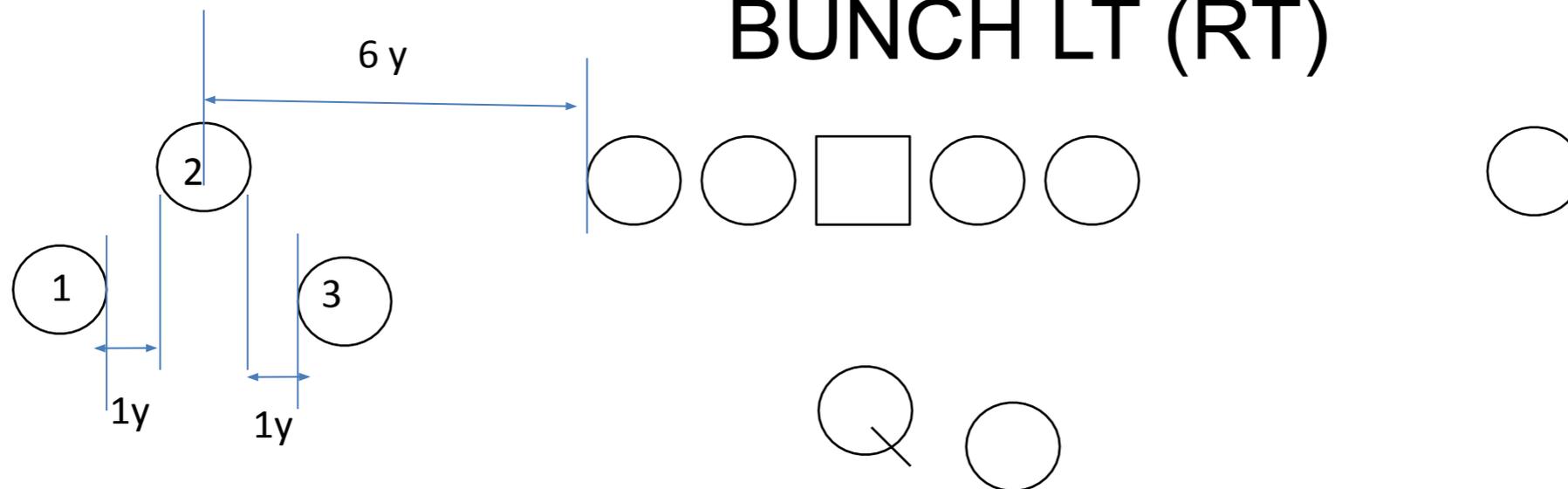
# DOUBLE STACK



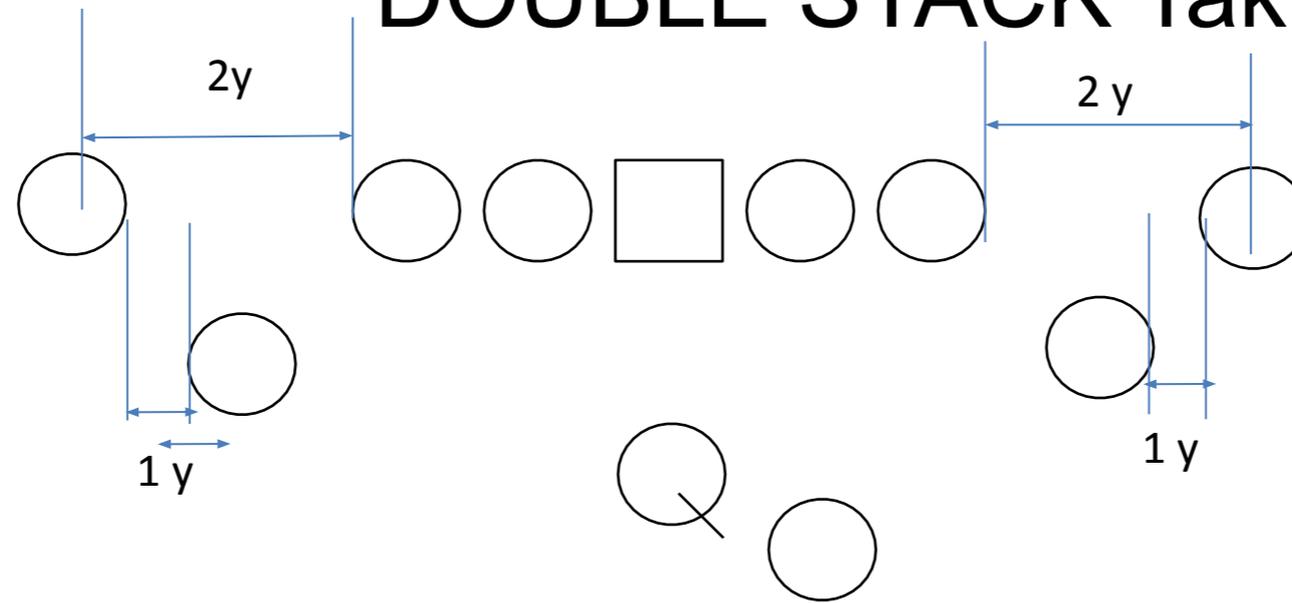
# DOUBLE STACK OVER



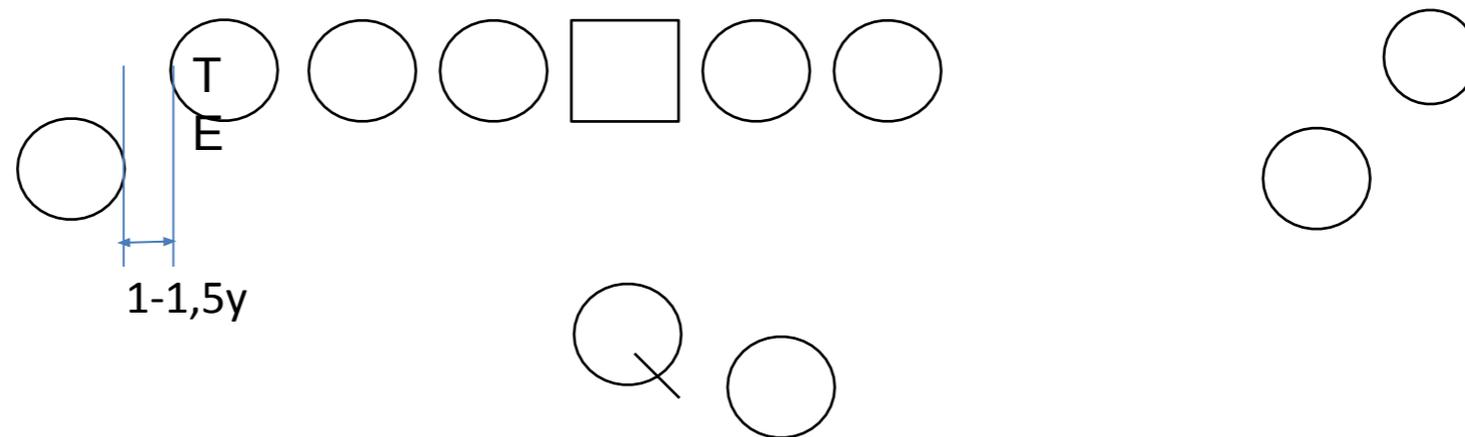
# BUNCH LT (RT)



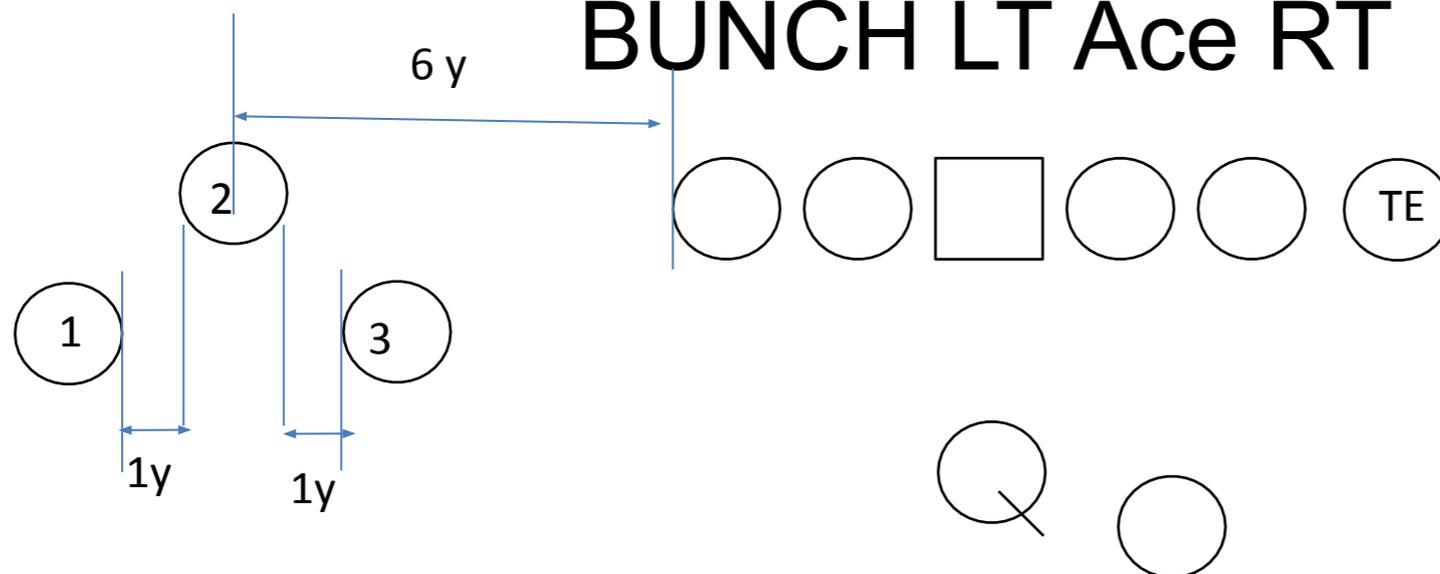
# DOUBLE STACK Takle



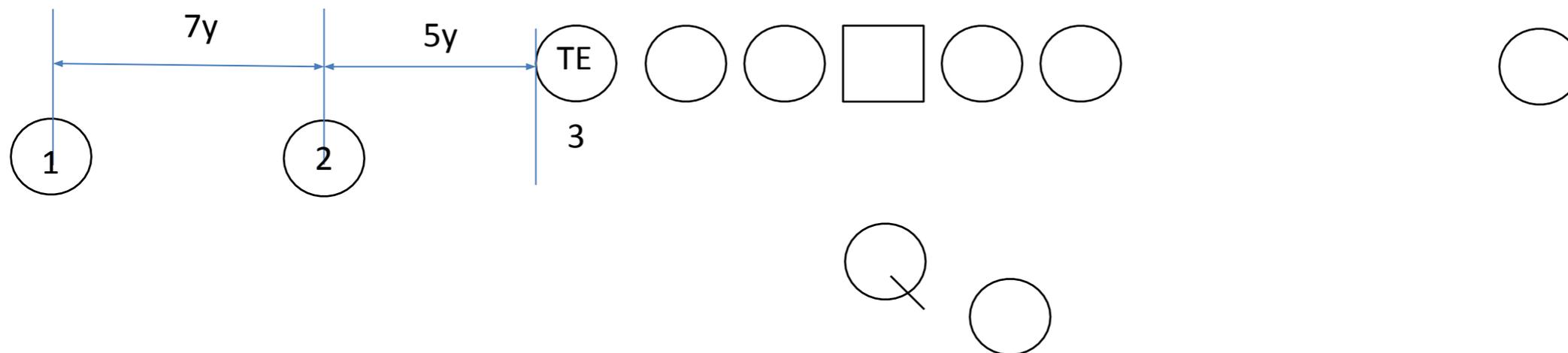
# ACE LT wing Stack RT



# BUNCH LT Ace RT (Bunch RT Ace LT)

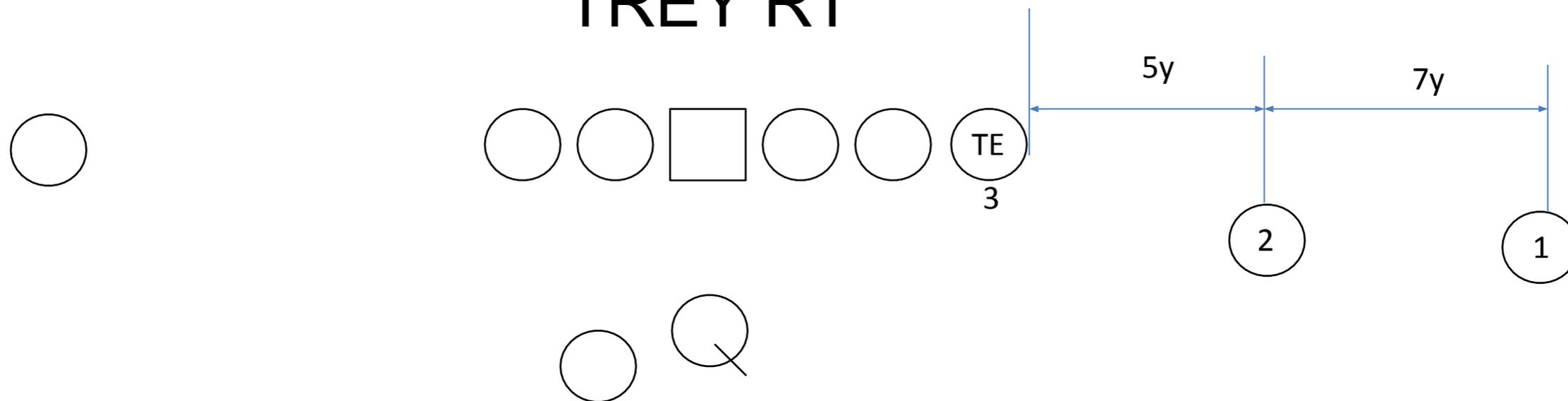


# TREY LT

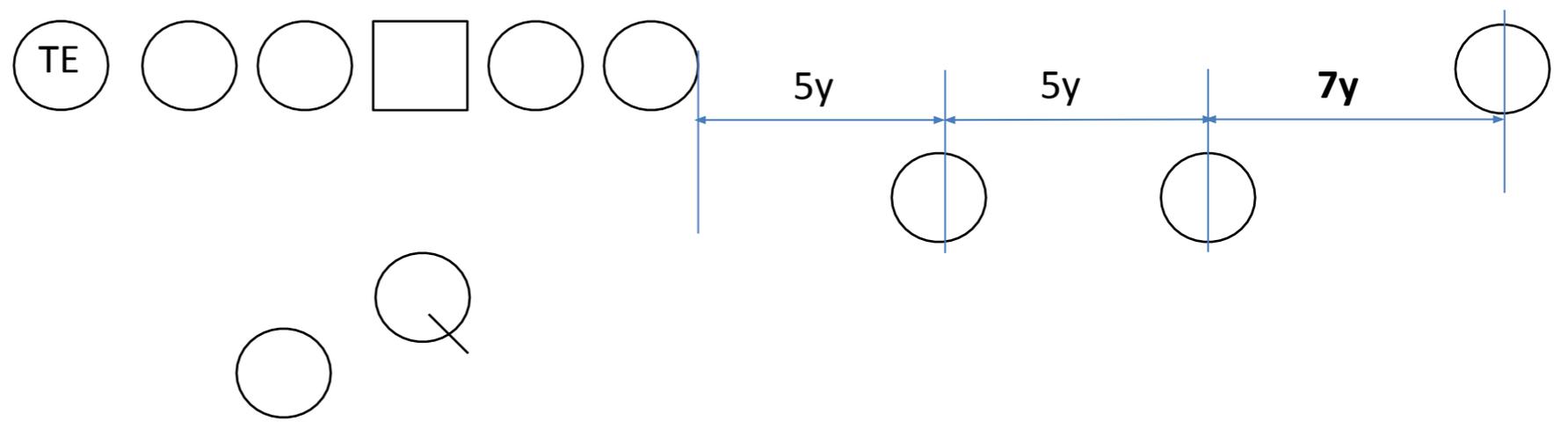


В пасовых комбинациях трей, у тайтэнда маршрут как у принимающего номер три

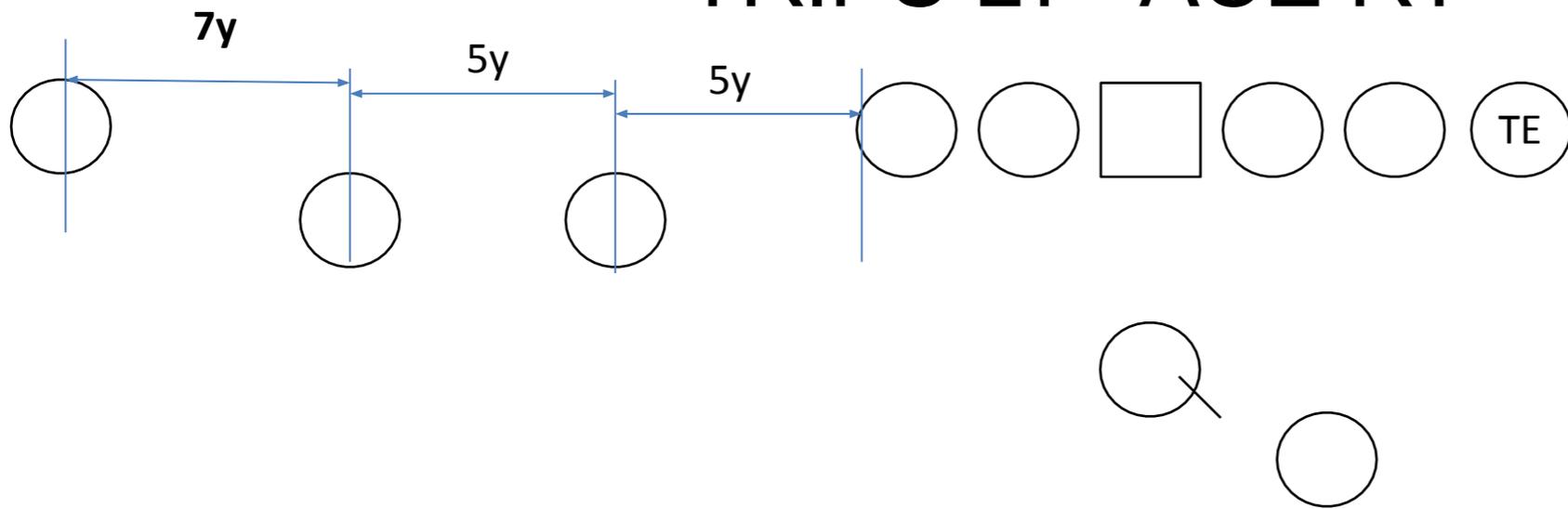
# TREY RT

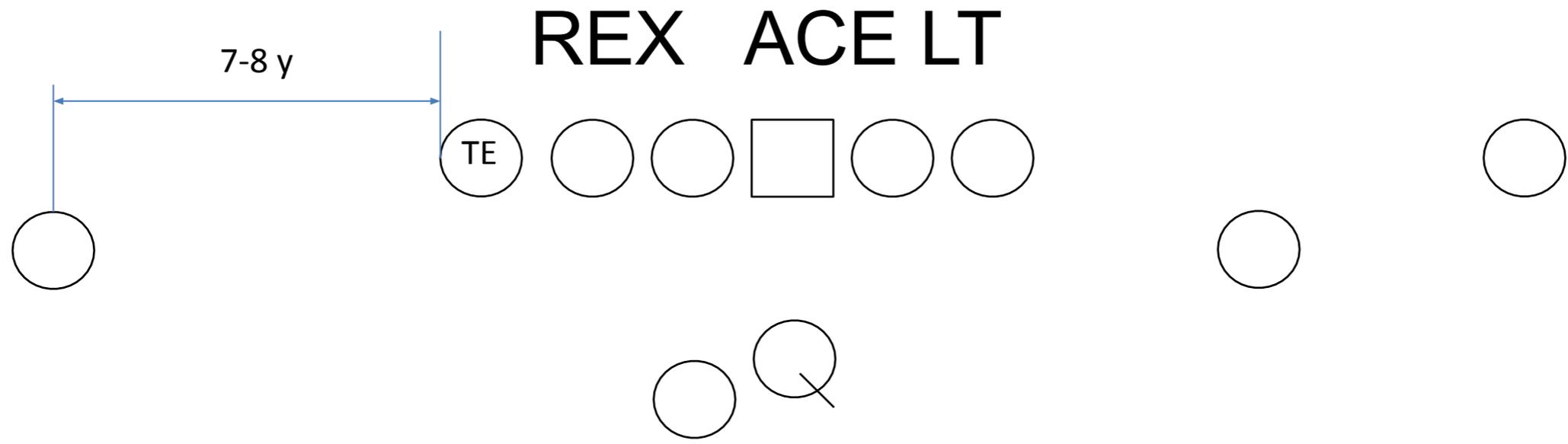


# TRIPS RT ACE LT

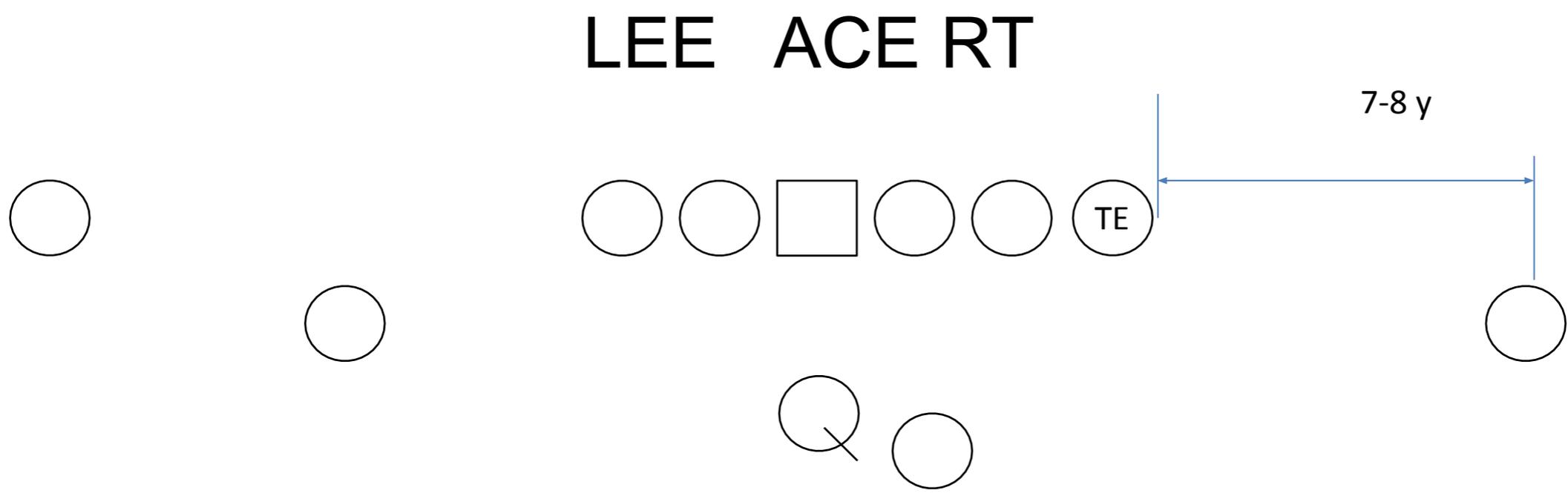


# TRIPS LT ACE RT

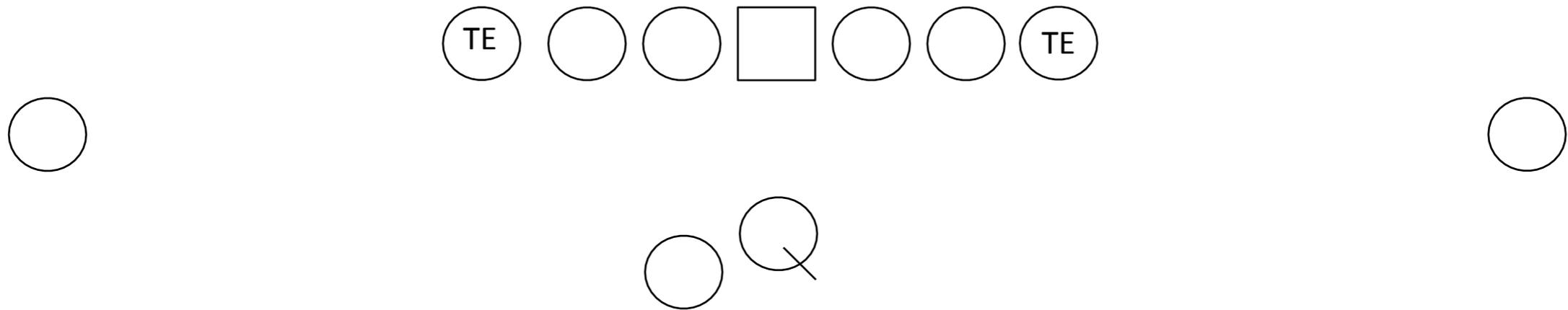




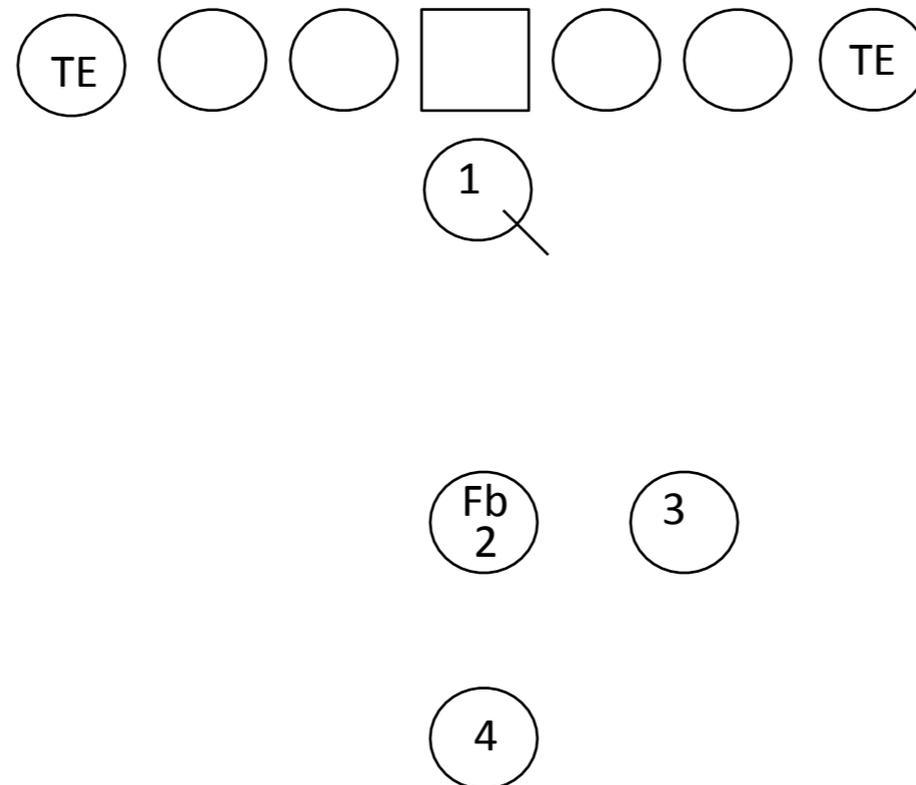
В пасовых комбинациях ACE, у тайтэнда маршрут, как у внутрененного принимающего на даблах.



# DBL TIGHT



# DBL TIGHT POWER ROB



# Выносная игра

Для выносной комбинации мы используем две цифры. Первая означает игрока, который понесёт мяч, вторая проход куда должен развиваться вынос.

Концепции для блока:

1. Просто двухзначное число означает, что нужно заблокировать всех, кто находится в стороне, куда развивается вынос. Против 1 или 3 техники часто двойной блок.
- 2.L. Если в комбинации присутствует буква L –это означает что нам требуется лидблок (lead block). Если в формации есть фуллбек, это делает он. Если фуллбека нет, лидблок осуществляет лайнмен, который может сорваться. Правила блока, как в обычном выносе, из первого пункта. Лайнмену нельзя срывать, если защитник находится напротив него, или со стороны куда развивается вынос.
- 3.C. Тип выноса counter. При этих комбинациях мы используем геп-блок, вы должны заблокировать игрок со стороны противоположной выносу. В 99% случаев присутствует срывание.
4. При плейэкшене–назначается вынос, затем говорится слово красная (red), и затем звучит пассивная комбинация. При плейэкшене вы должны исполнять выносную комбинацию точно так же как и не при плейэкшене, но не должны убегать от линии скримиджа (далеко(2-3 ярда максимум))

# КОЛЛЫ/ОТМЕНЫ/СИГНАЛ

## Ы

Команды QVV хадле:

1. Назначает формацию(перебежки)
2. Назначает комбинацию
3. Назначает на какой мяч будет игра
4. Убедившись в готовности игроков распускает хадл

Команды QV после хадла (при необходимости):

1. Лево-лево; право-право. Колл для красной защиты пасса,  
- Лево-лево все лайнмены соответственно делают шаг с левой ноги и блокируют защитника слева.  
- Право-право –с правой ноги и блокируют защитника справа от себя.  
Ранинбек всегда противоположно им
2. Facemask. Когда QV агрессивно трогает свою маску –отмена любой комбинации на кей2
3. Сингл принимающий по умолчанию слэнт.
4. Сигнал от квотербека:  
голова-ап;  
тело –хитч;  
ноги -квикаут

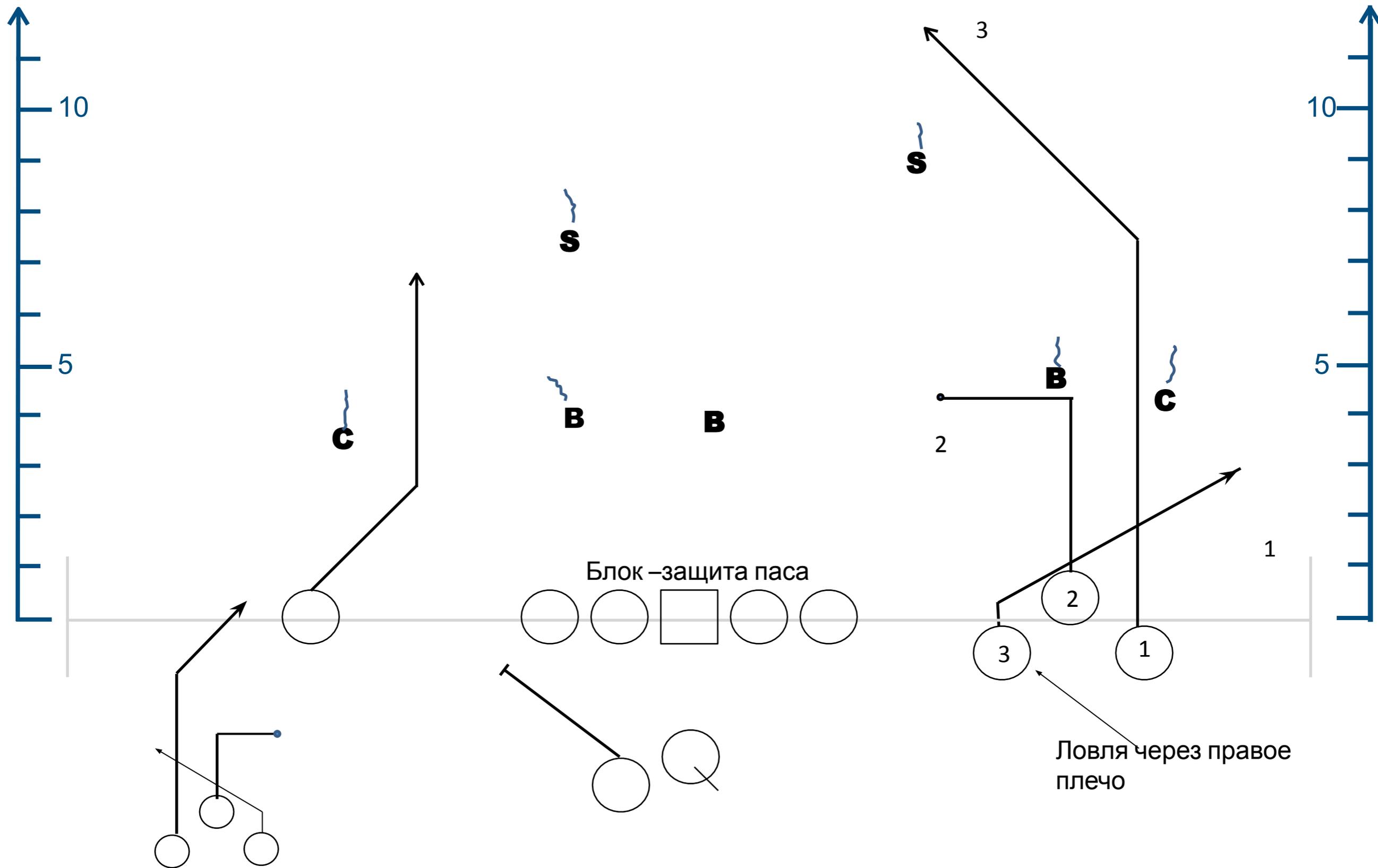
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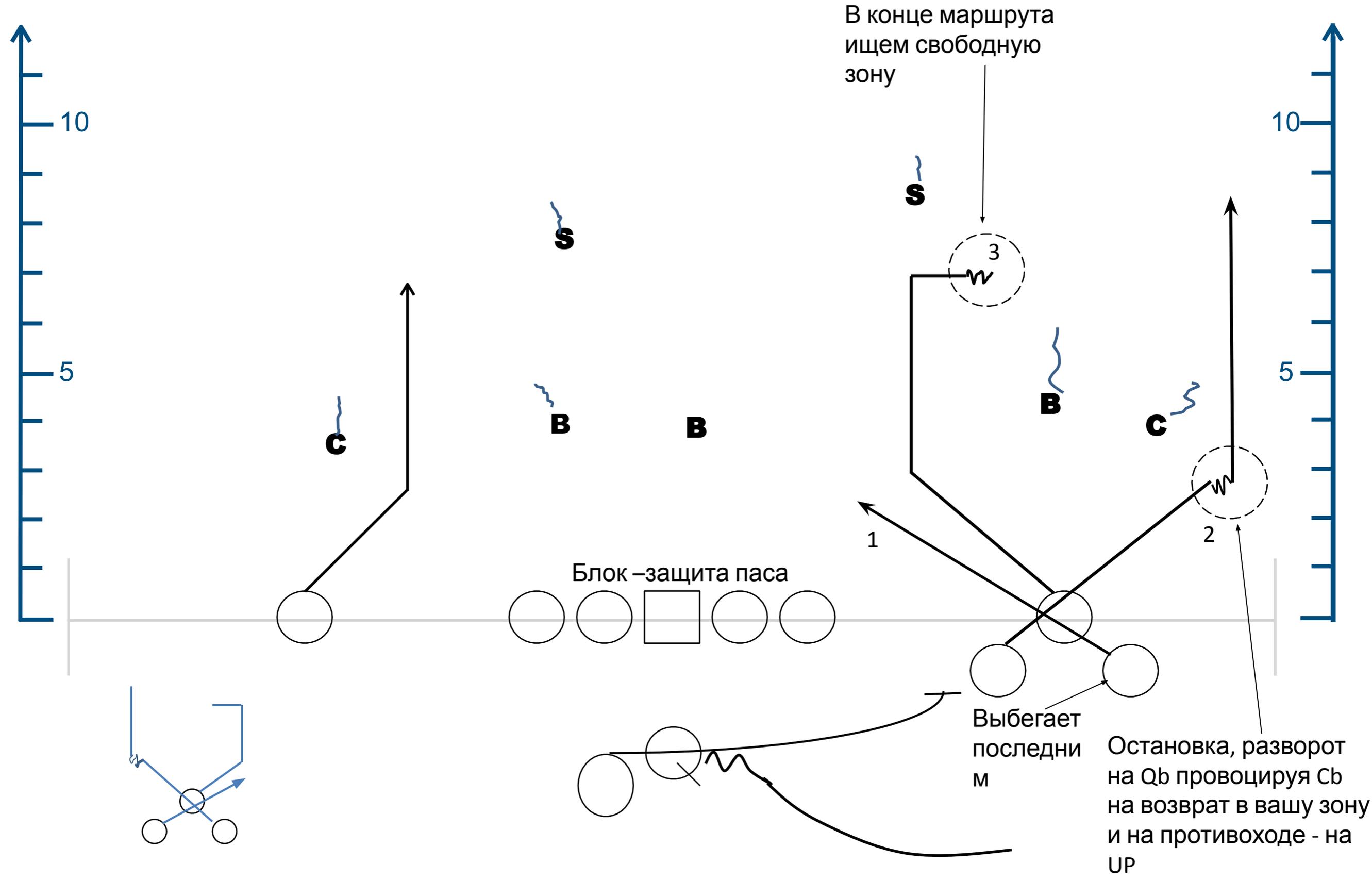
S

# BUNCH RT (BUNCH LT TREE)



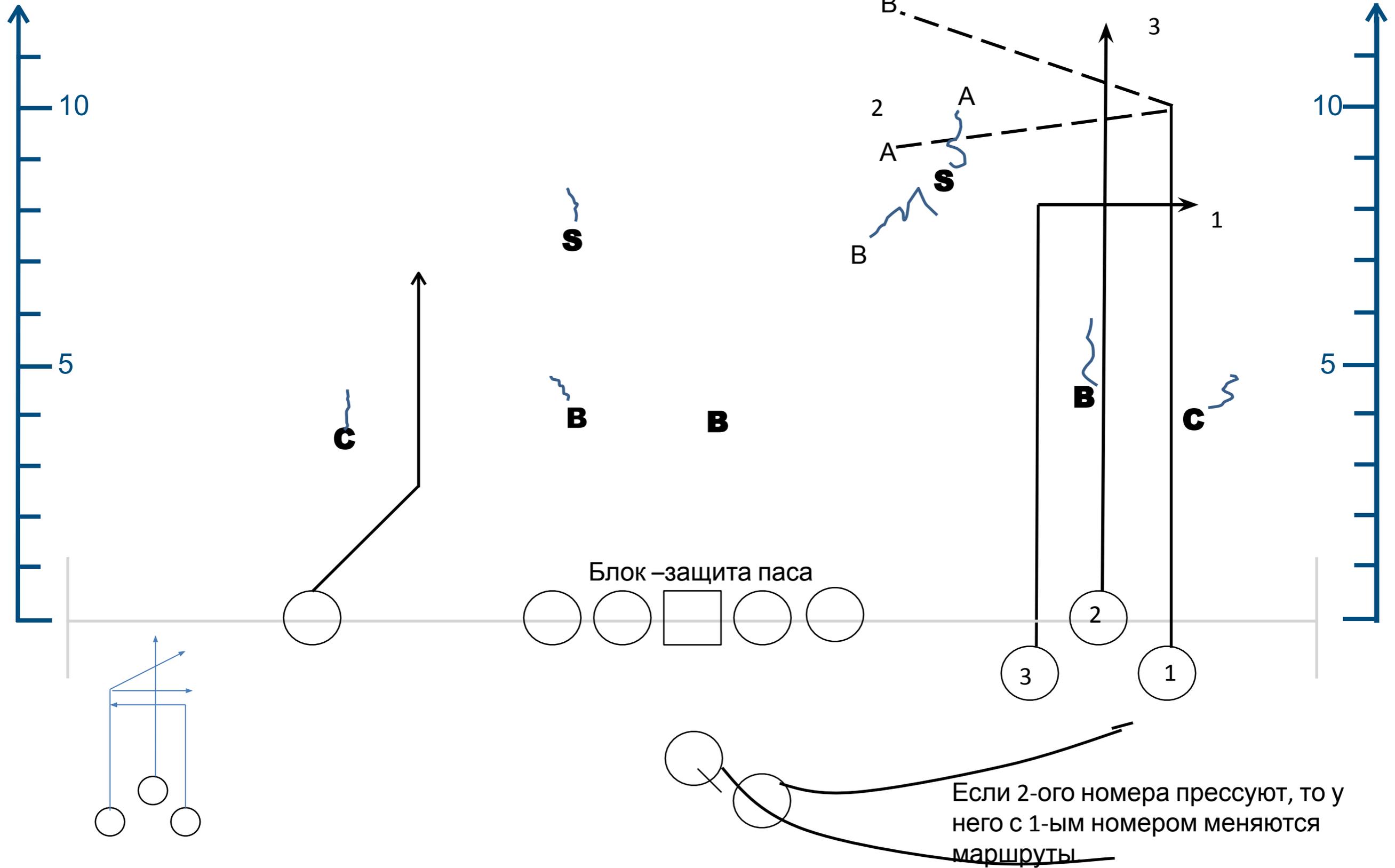
# BUNCH RT BOWL

(BUNCH LT BOWL)

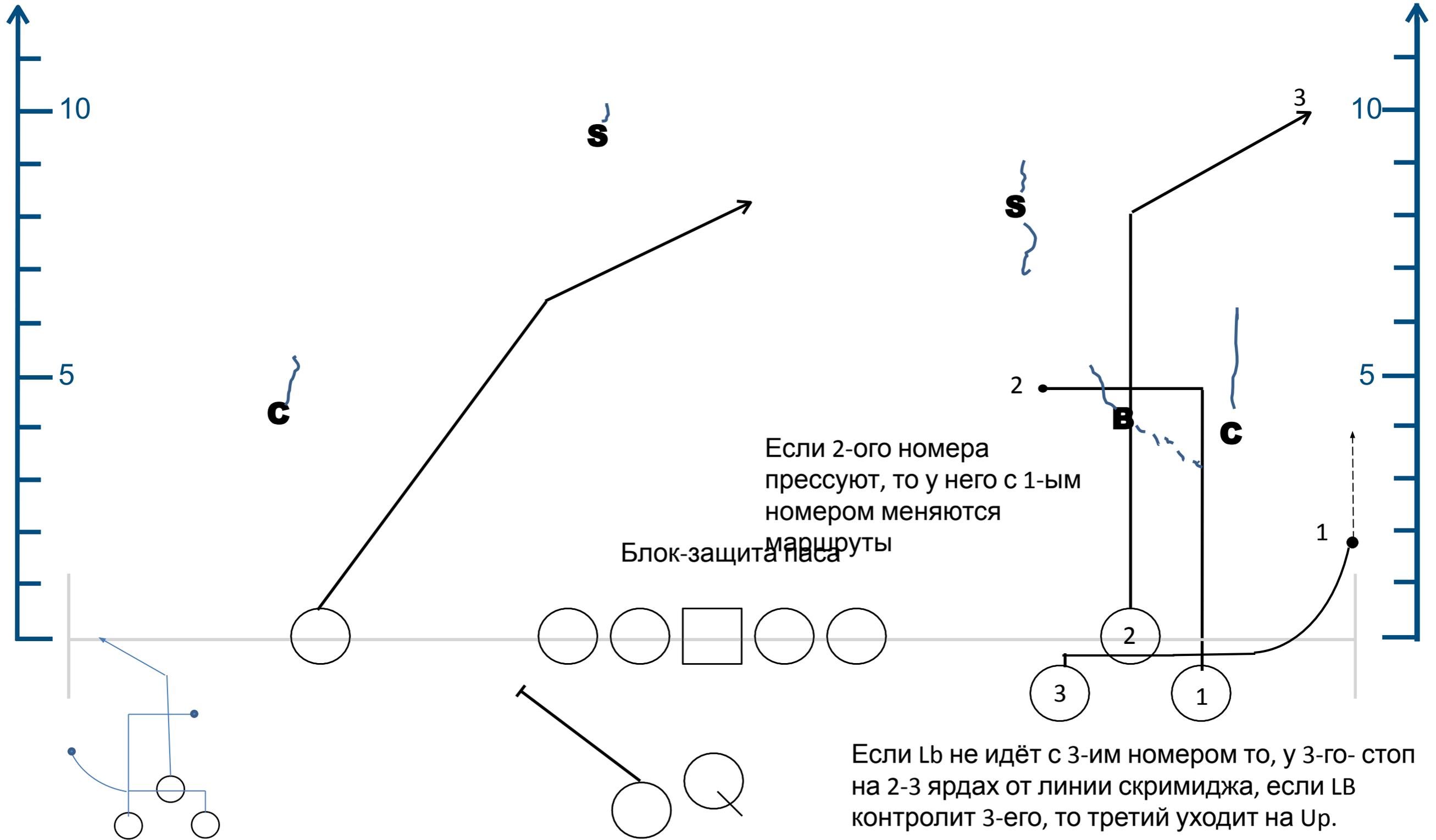


# BUNCH RT SPEED

(BUNCH LT SPEED)

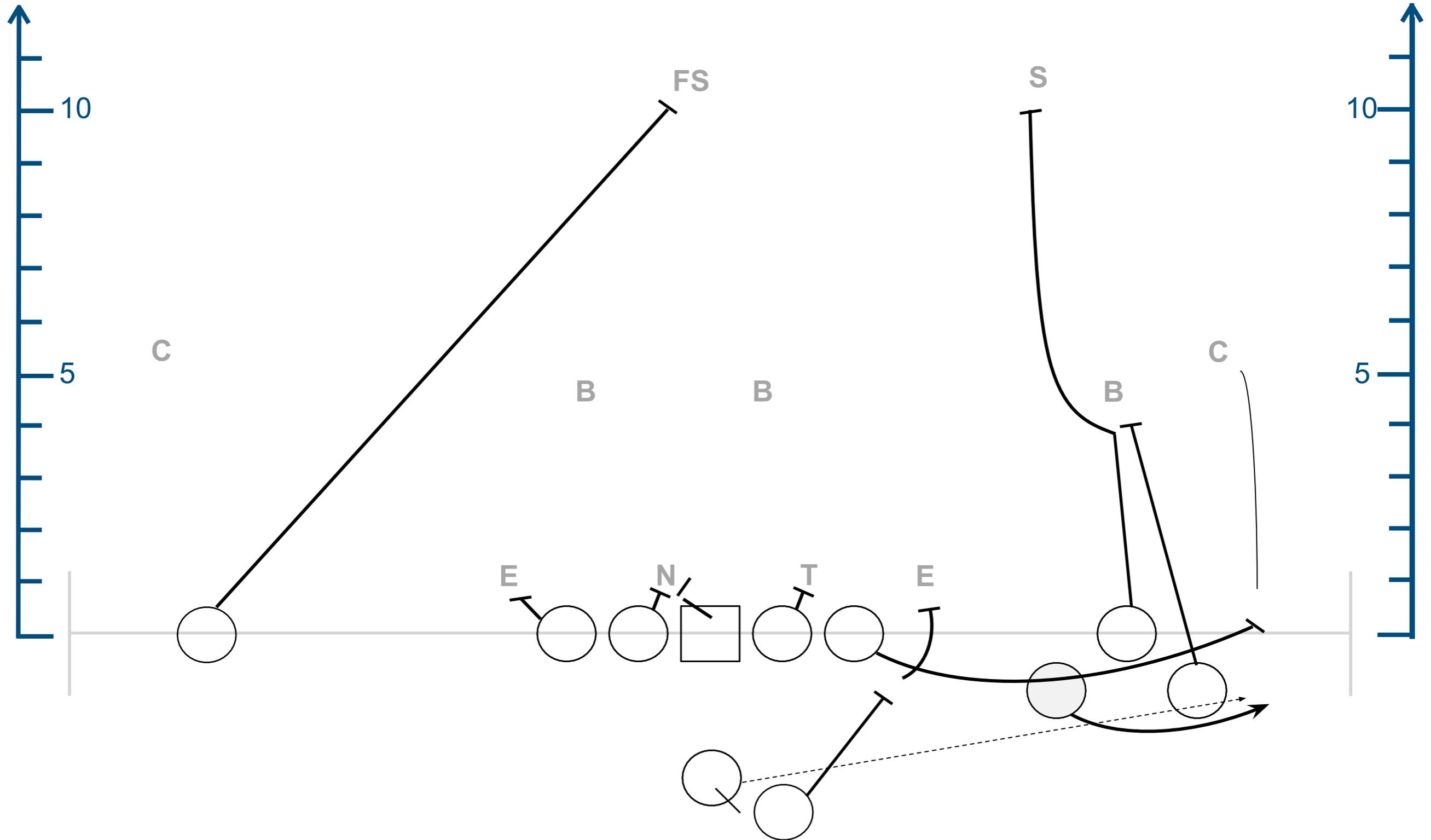


# BUNCH RT (BUNCH LT WHEEL)

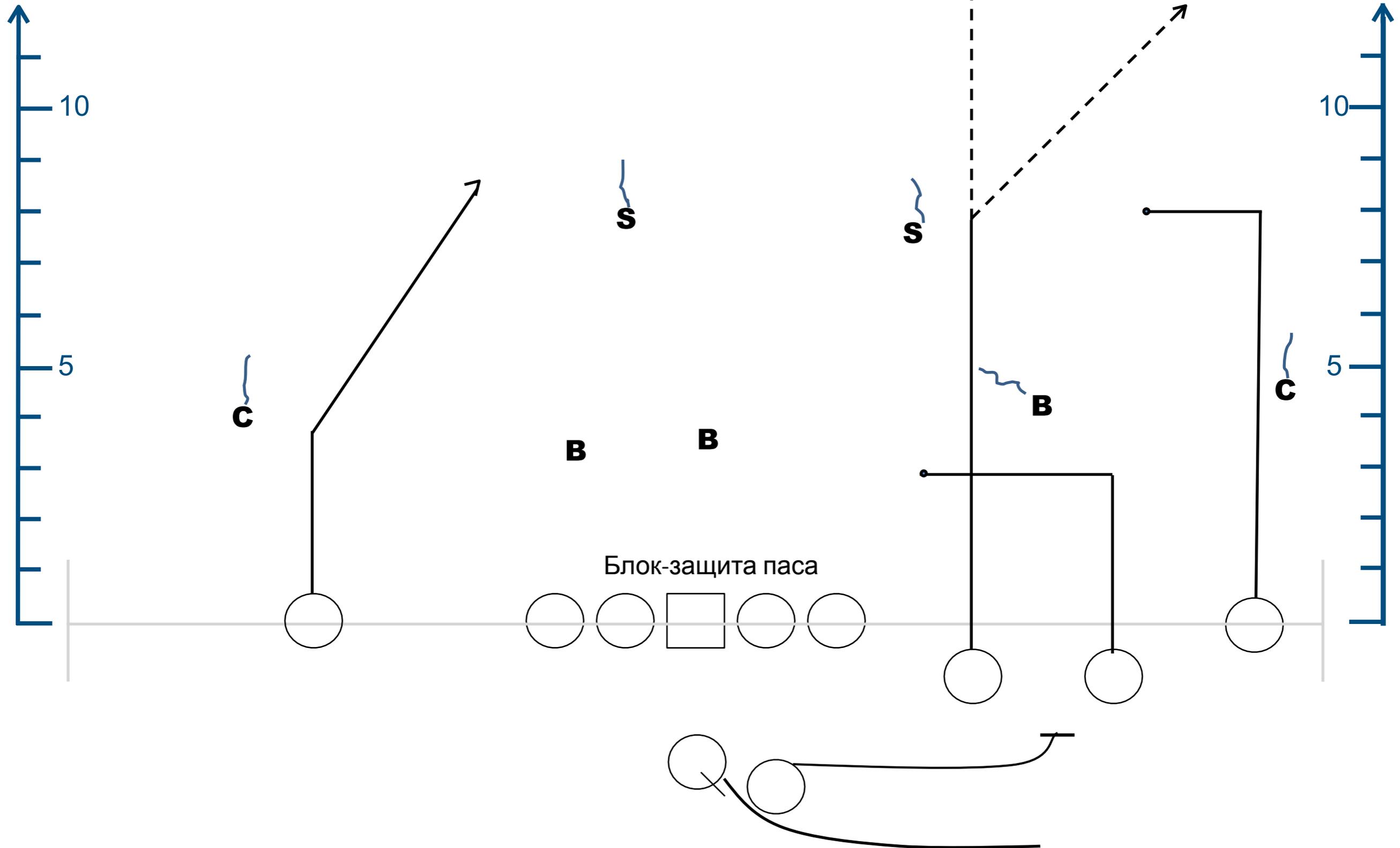


# BUNCH RT KEY 3

(BUNCH LT KEY 3)

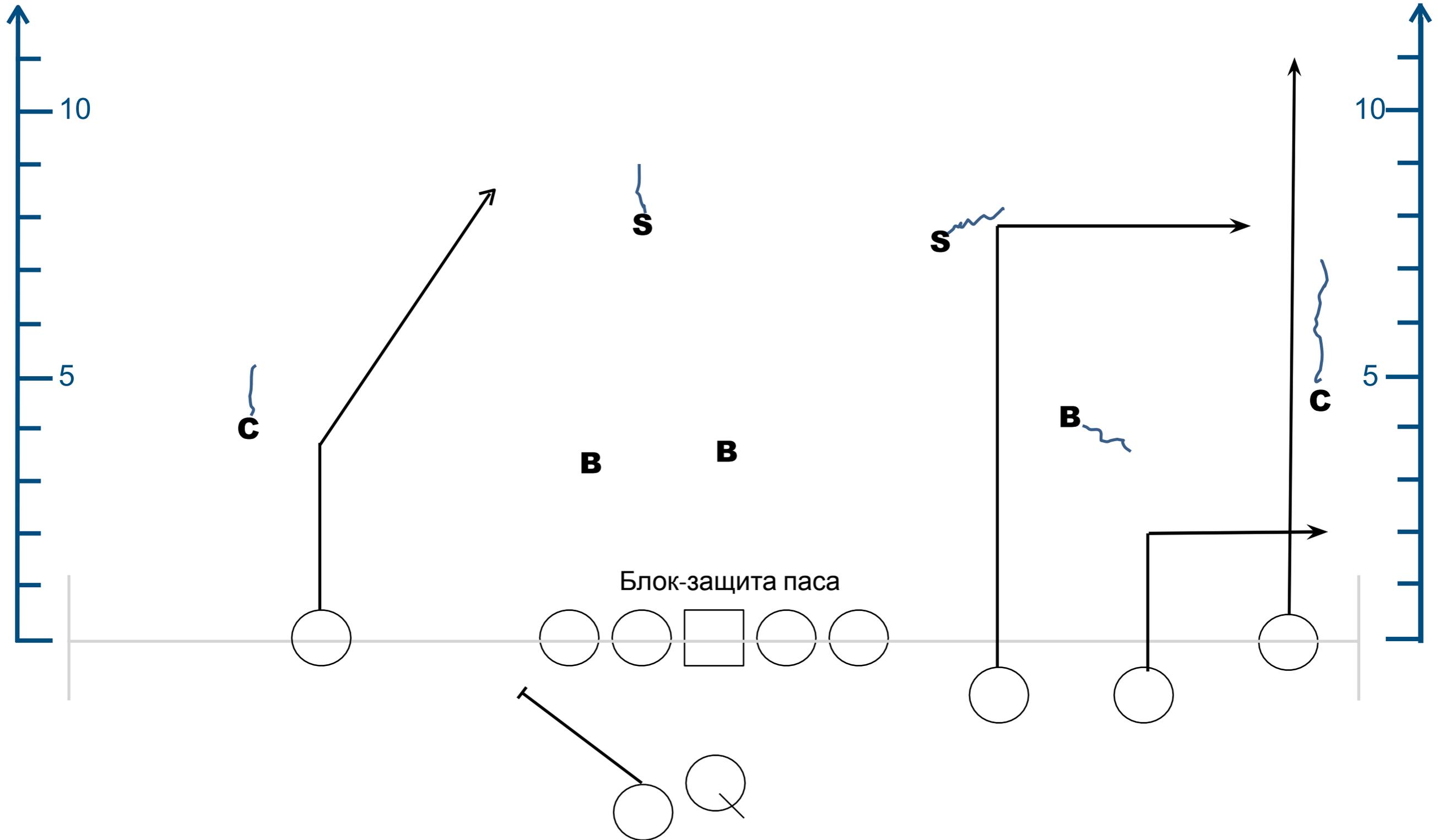


# TRIPS RT (TRIPS LT ININ)



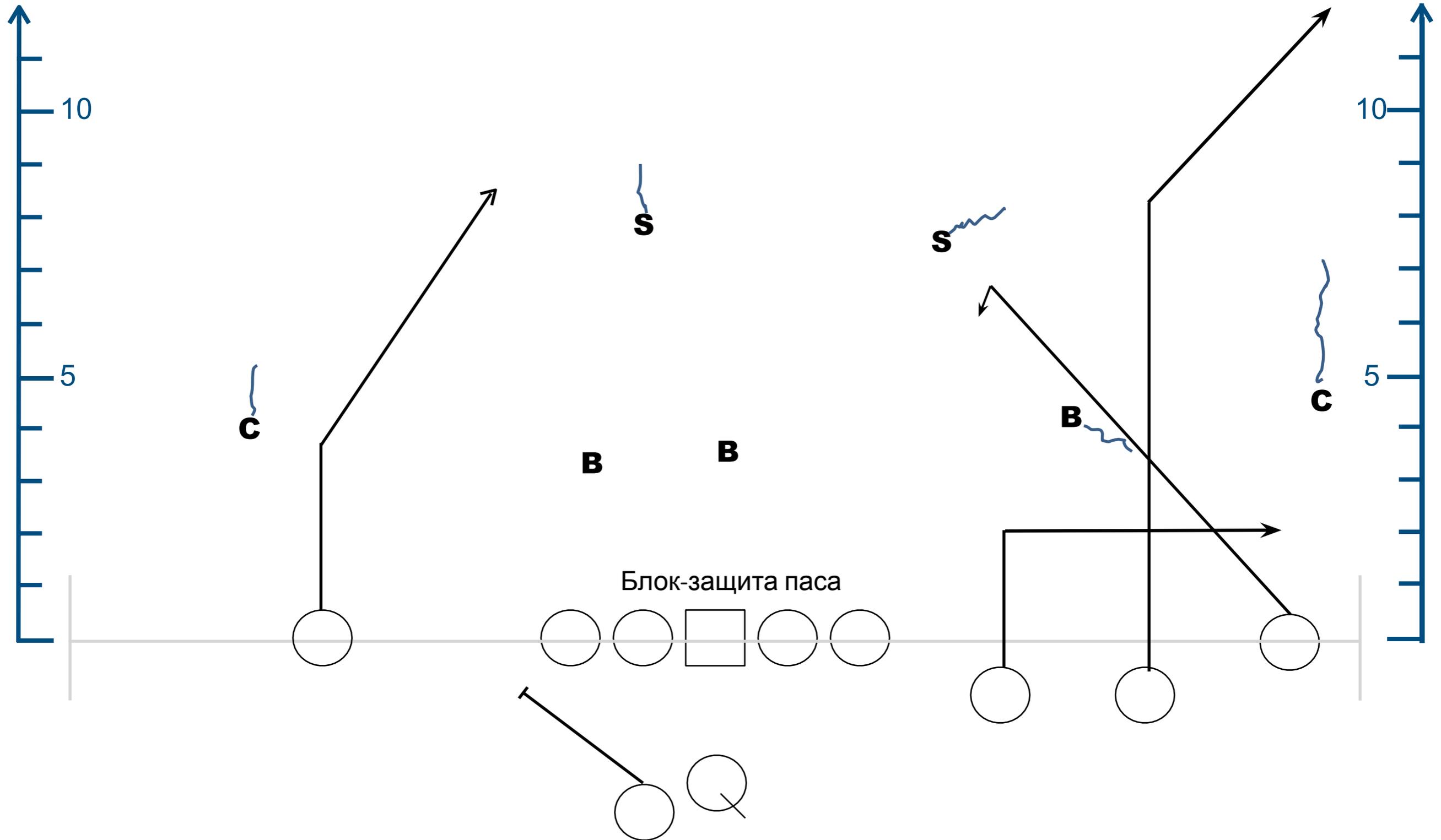
# TRIPS RT FLOOD

(TRIPS LT  
FLOOD)



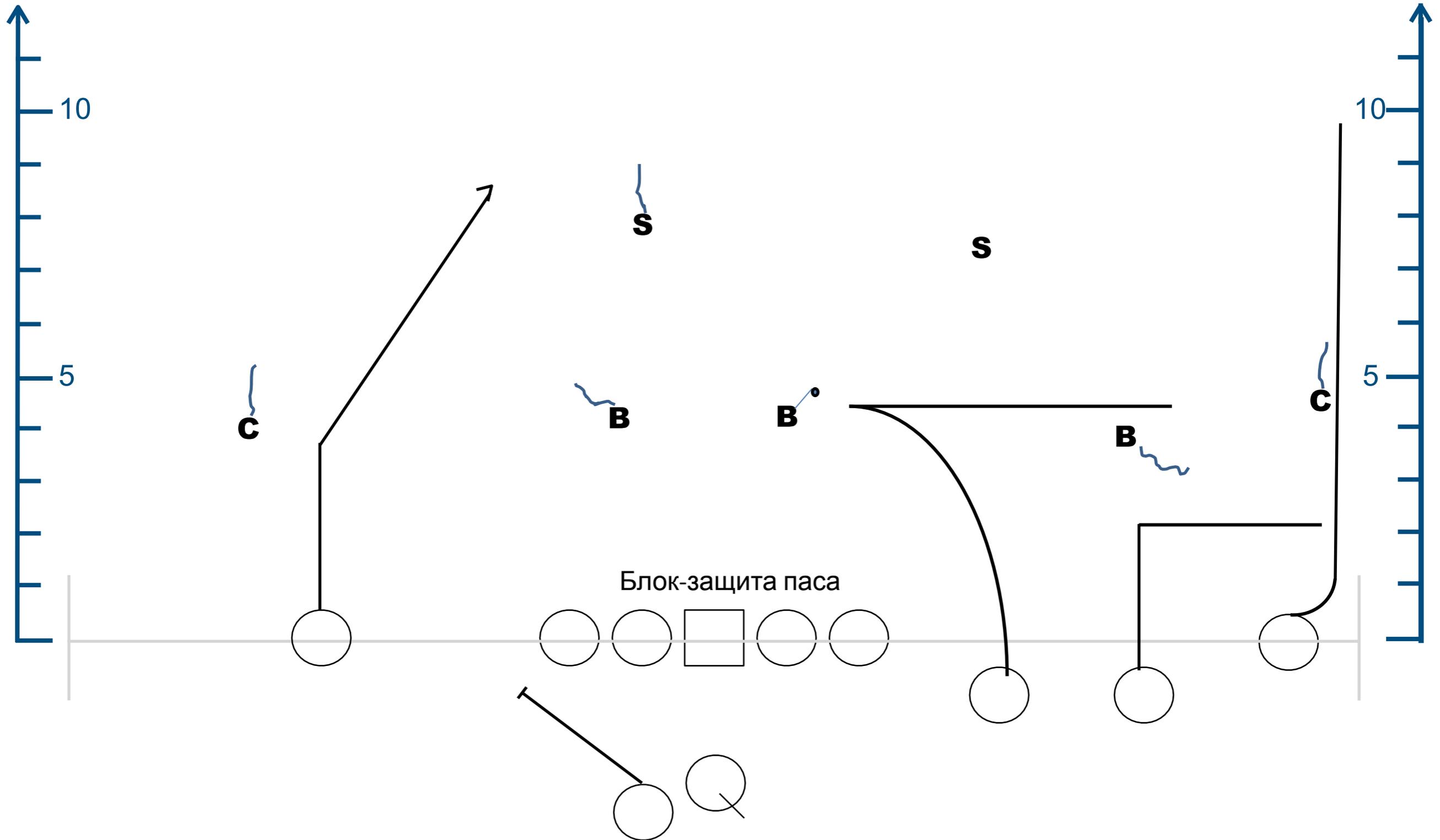
# TRIPS RT BLADE

(TRIPS LT blade)

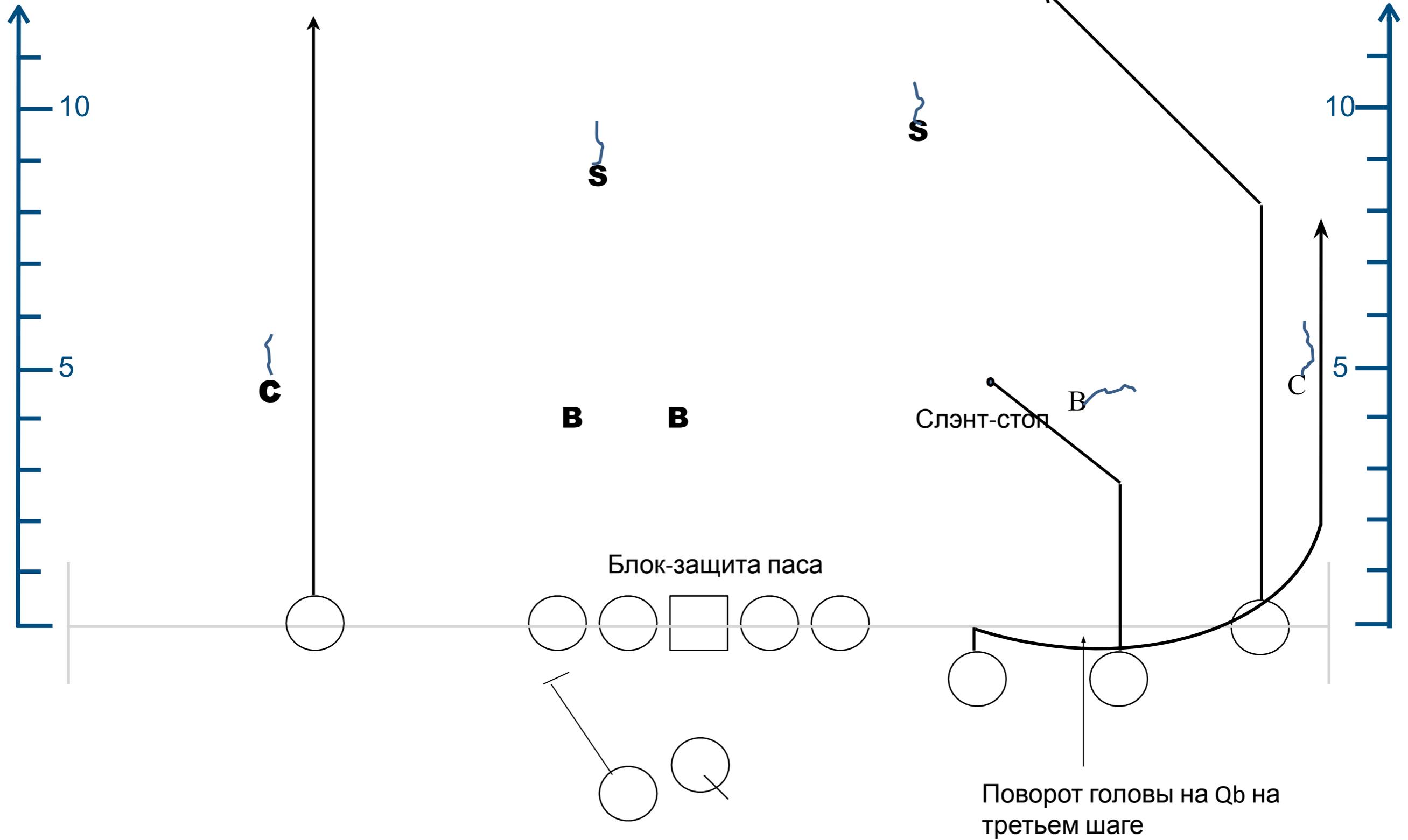


# TRIPS RT STICK

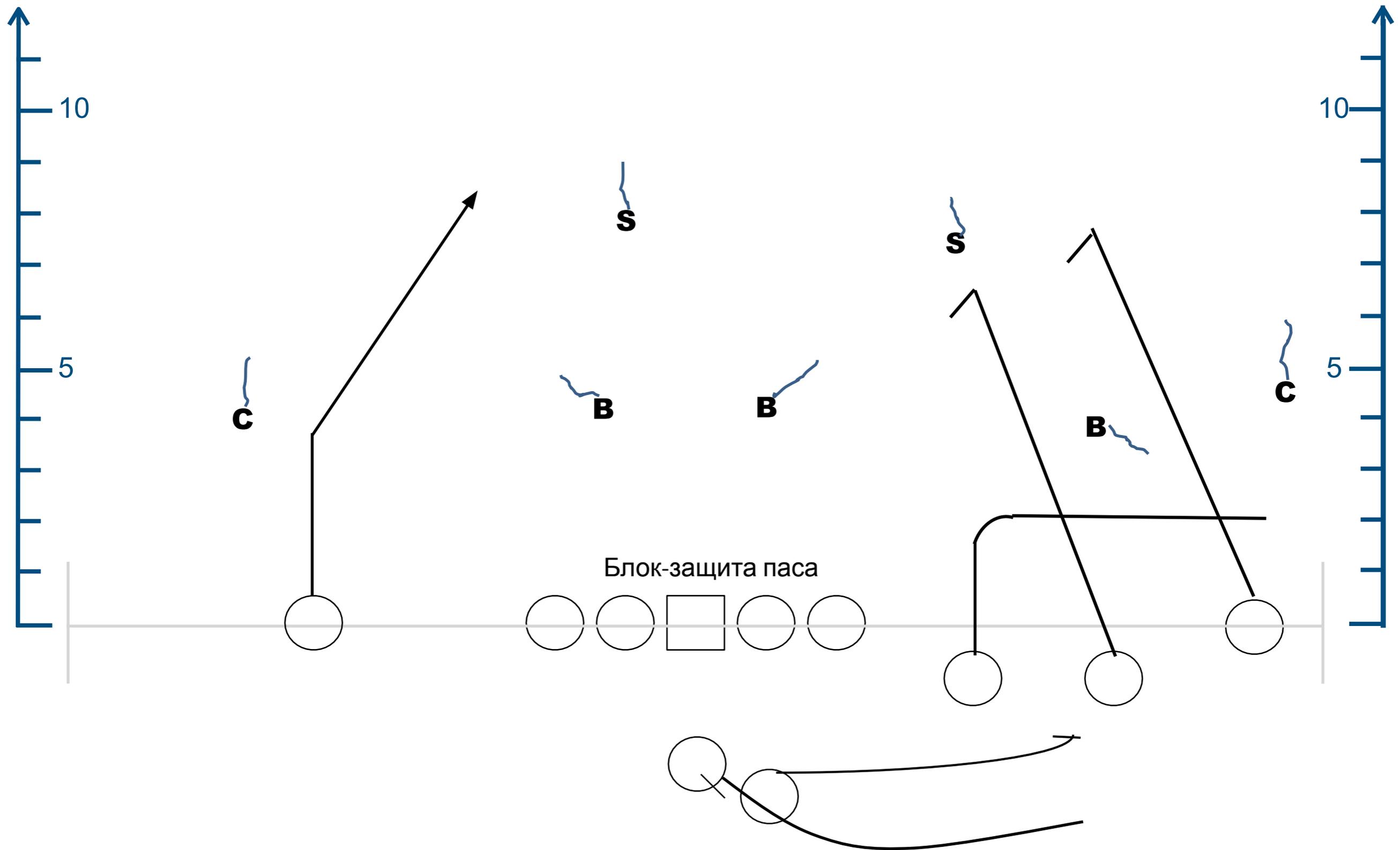
(TRIPS LT STICK)



# TRIPS RT (TRIPS LT POST-FADE)



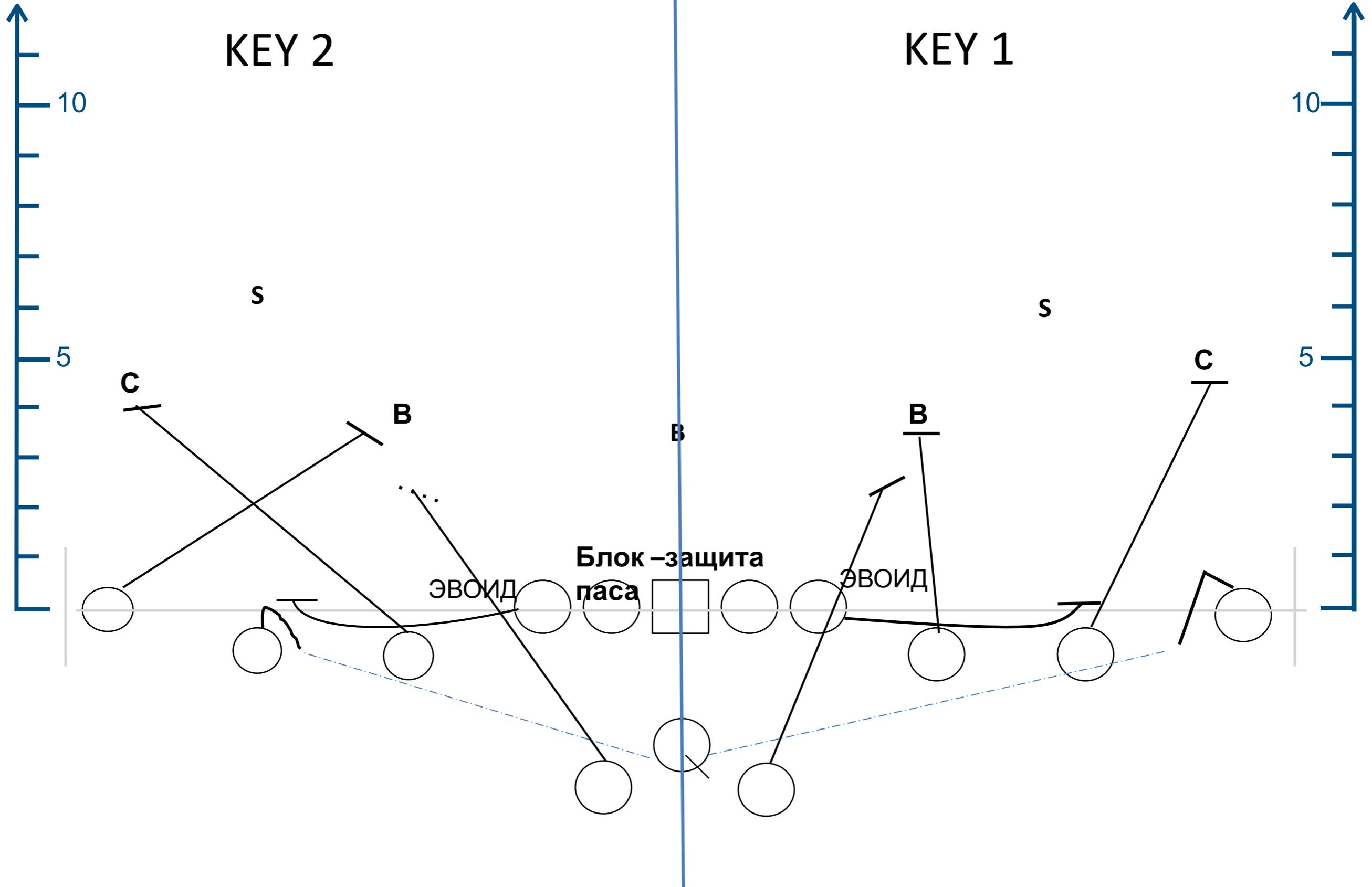
# TRIPS RT SPACE



# TRIPS

KEY 2

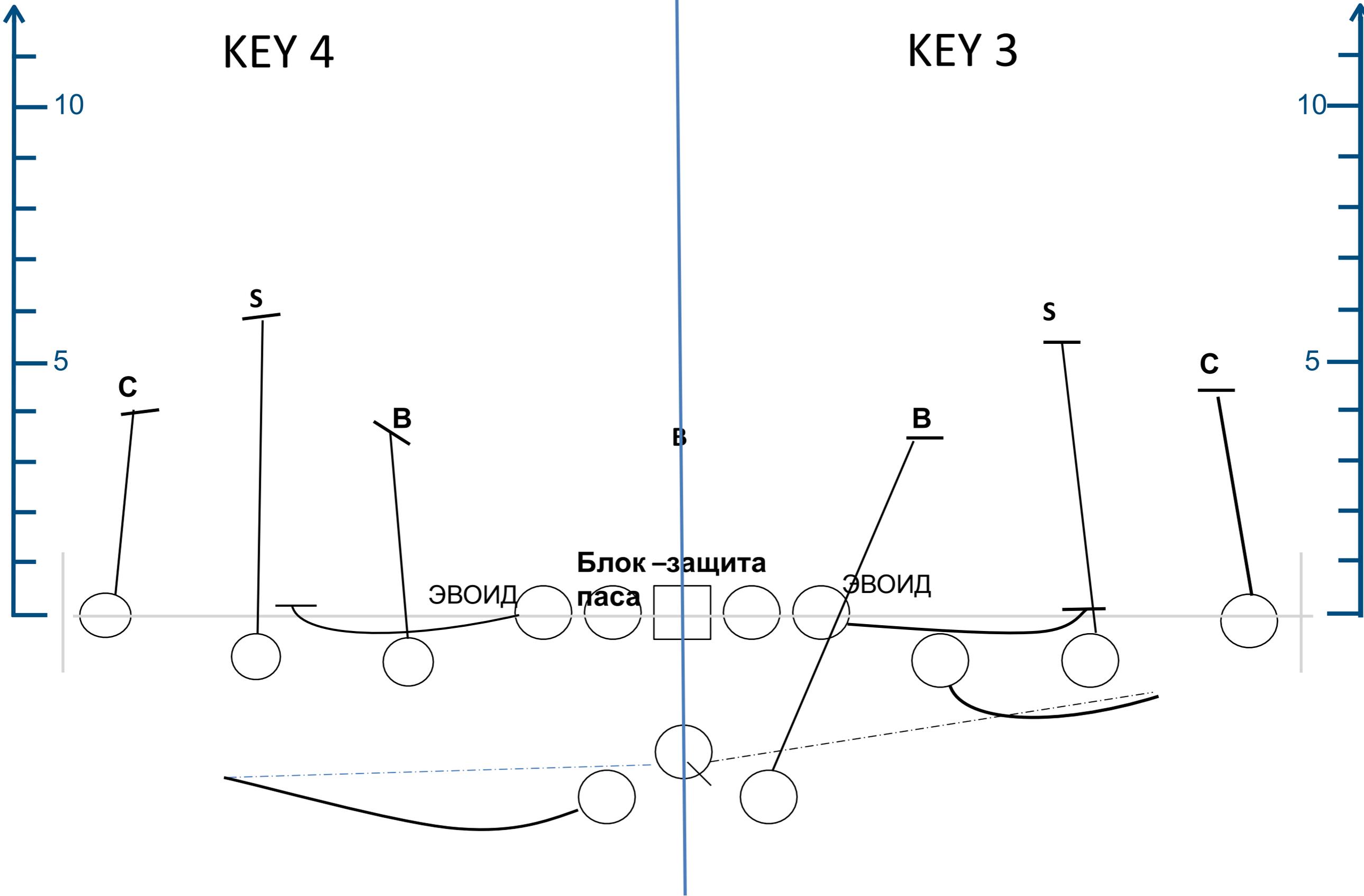
KEY 1



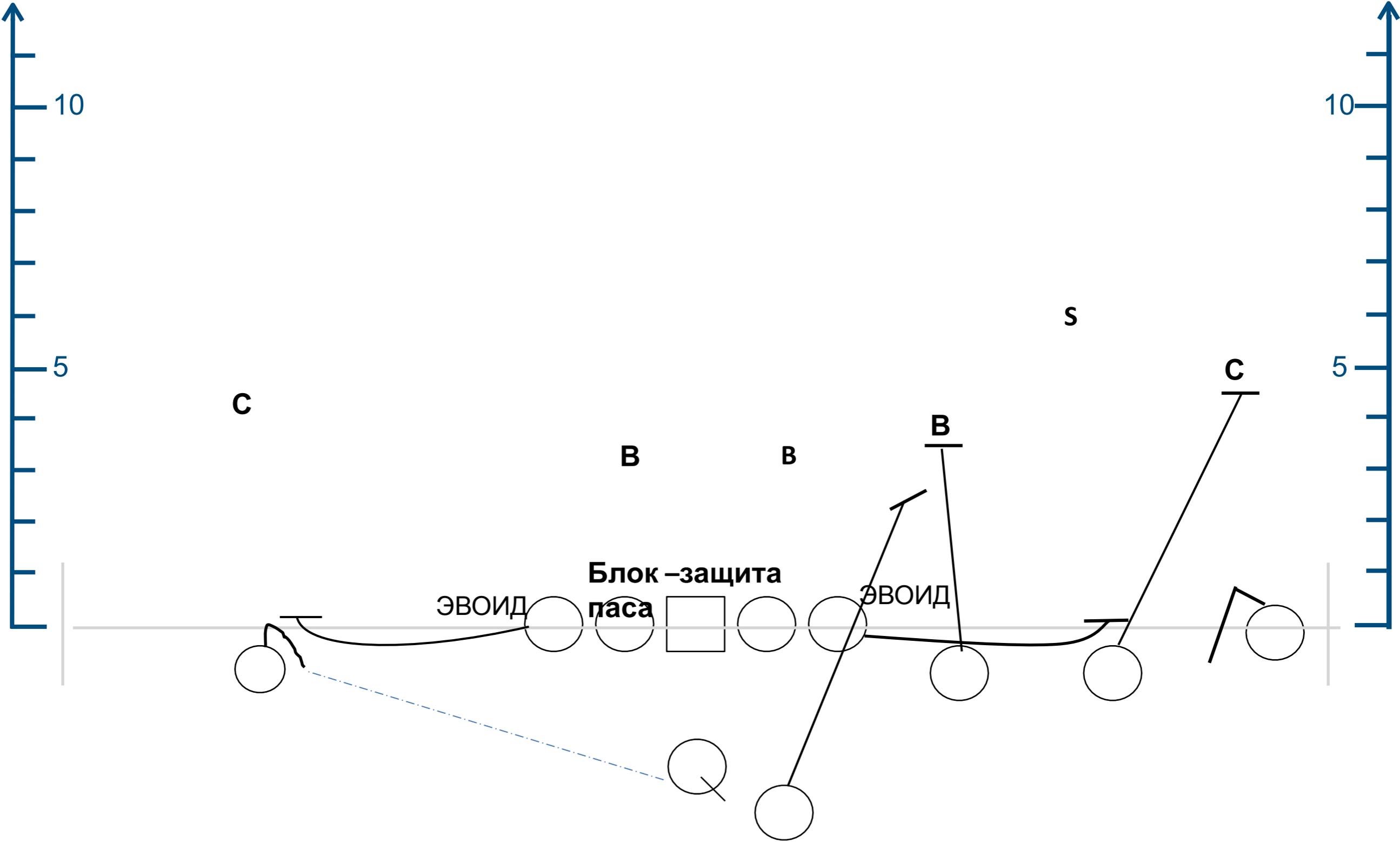
# TRIPS

KEY 4

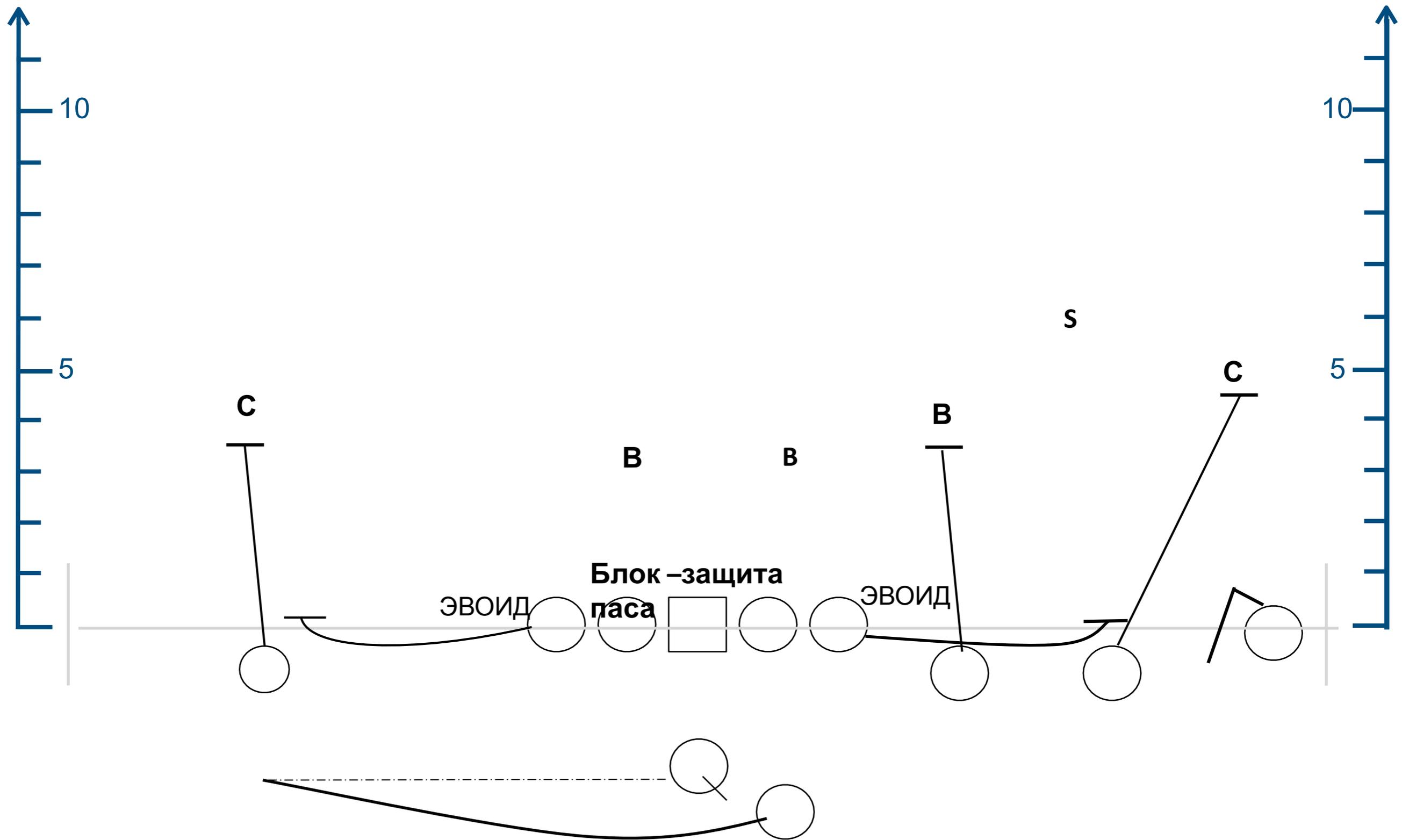
KEY 3



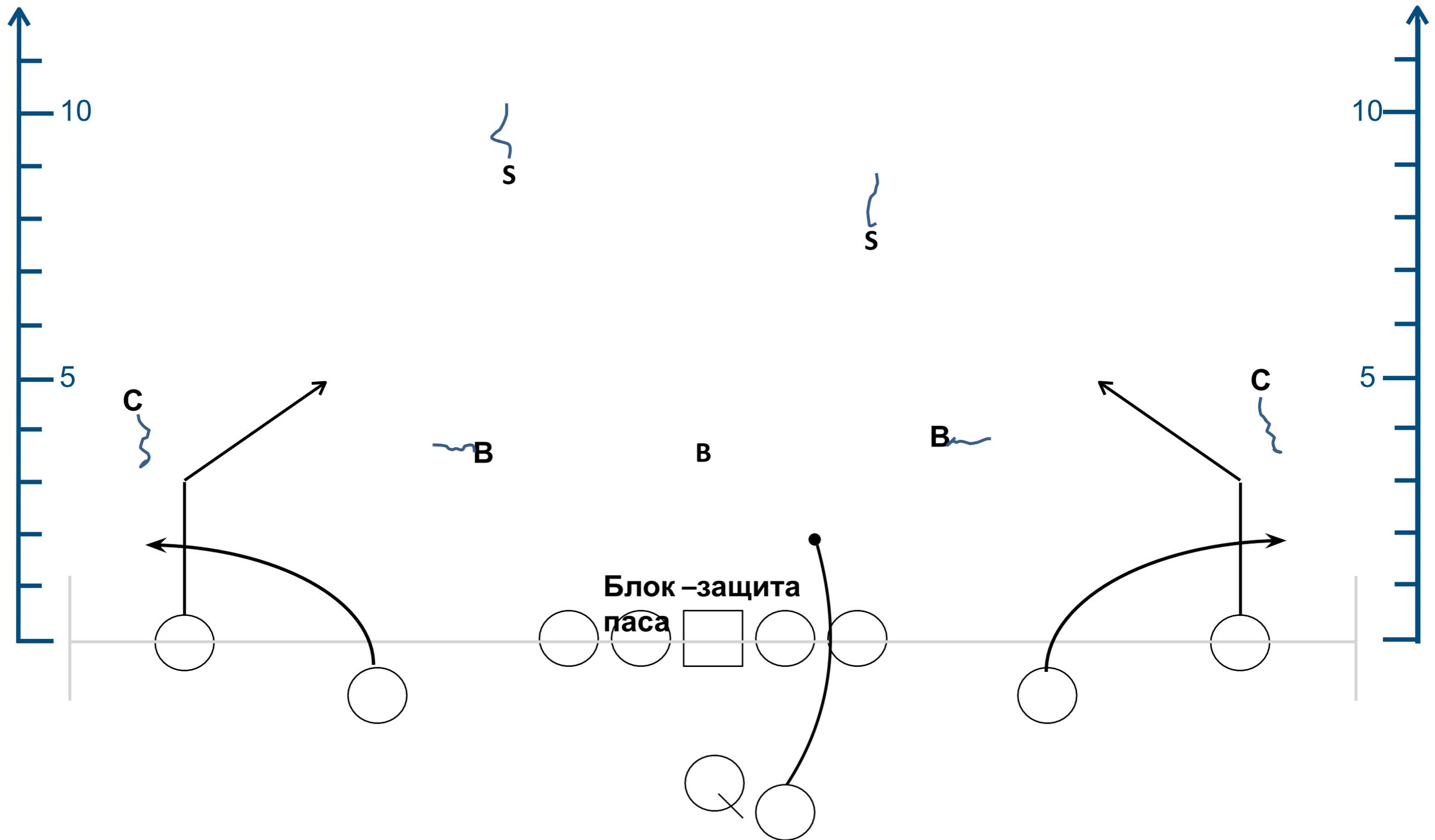
# TRIPS RT SINGLE KEY 1



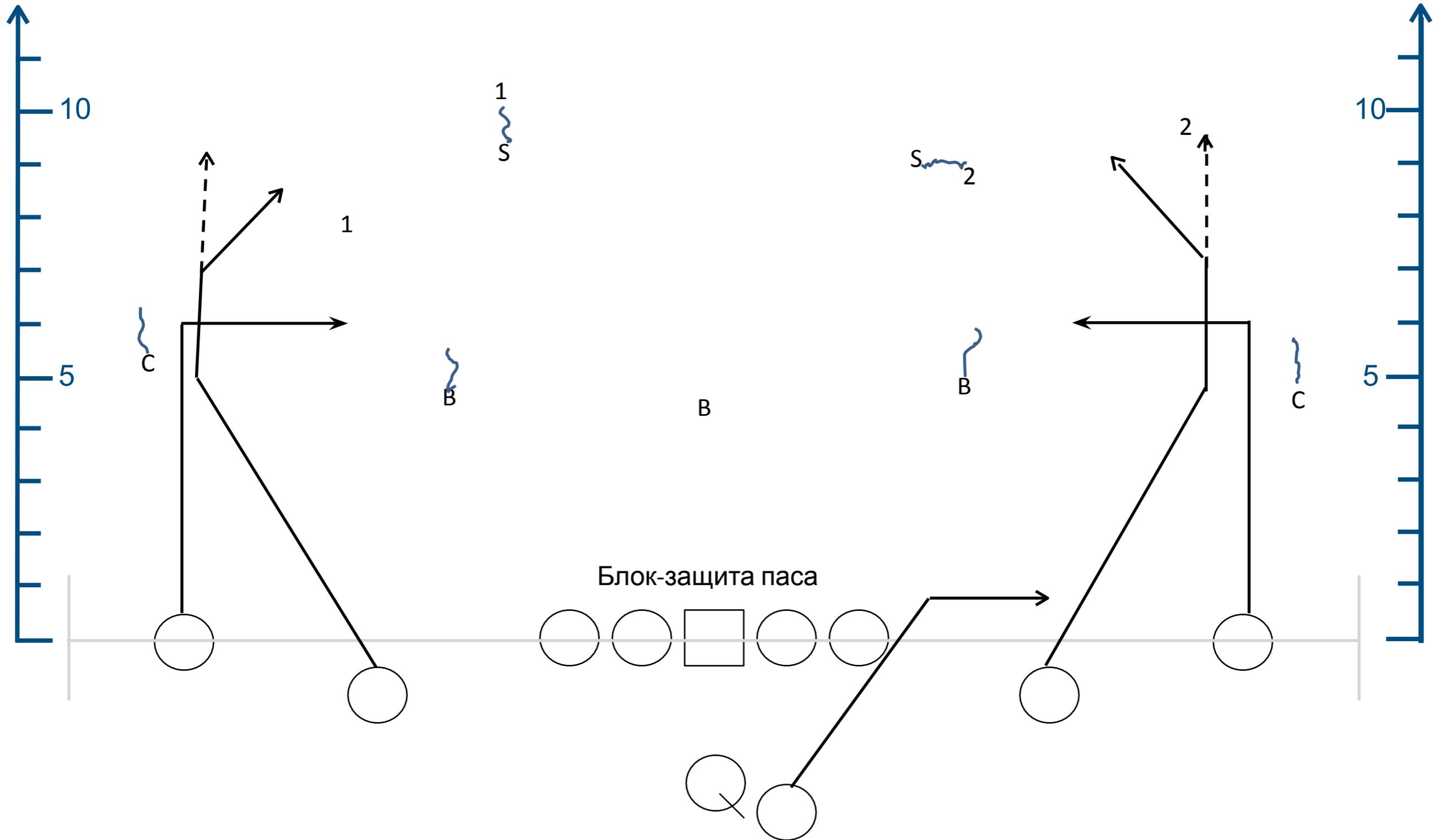
# TRIPS KEY 4 в слабую сторону



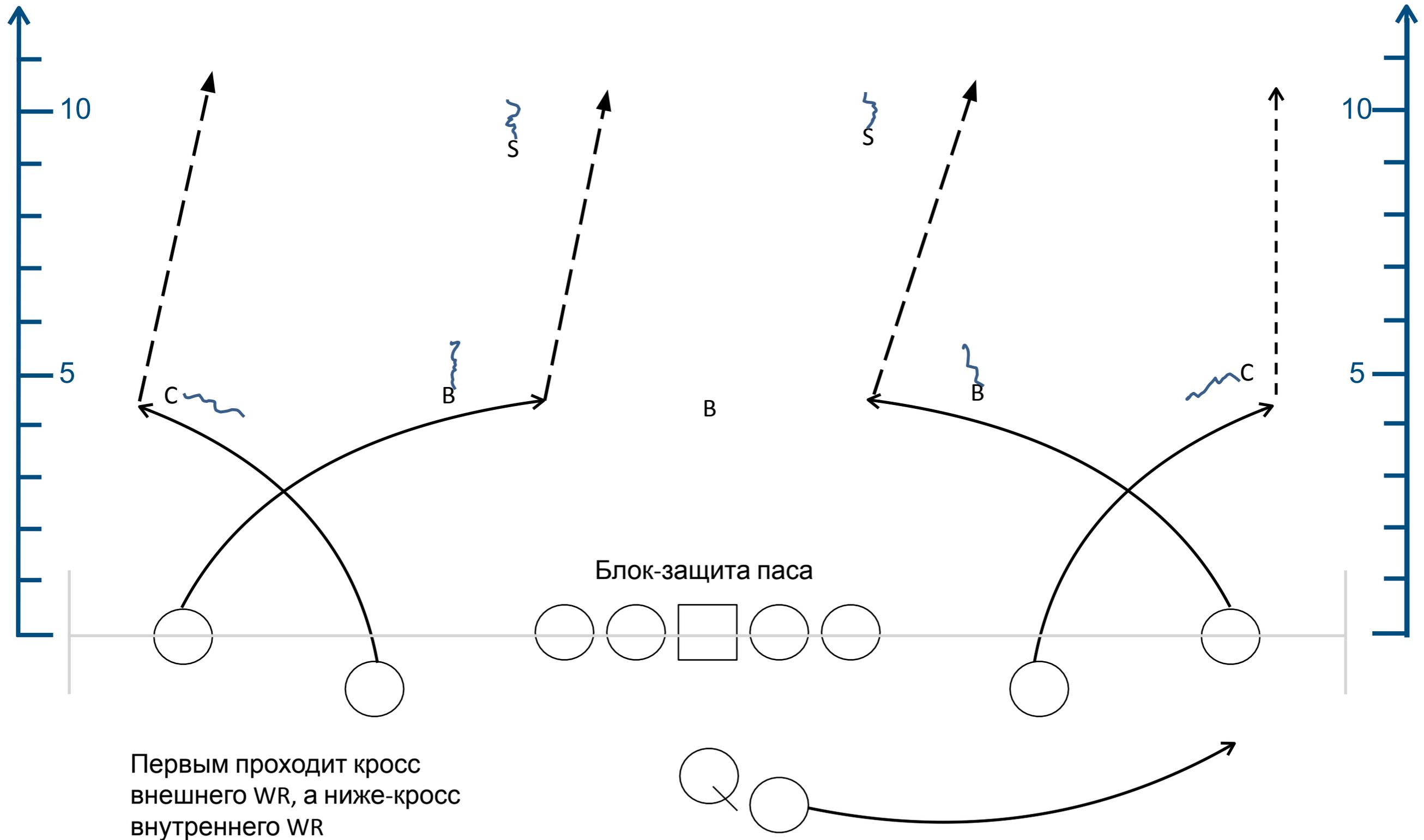
# DOUBLE SLANT-QUICK OUT



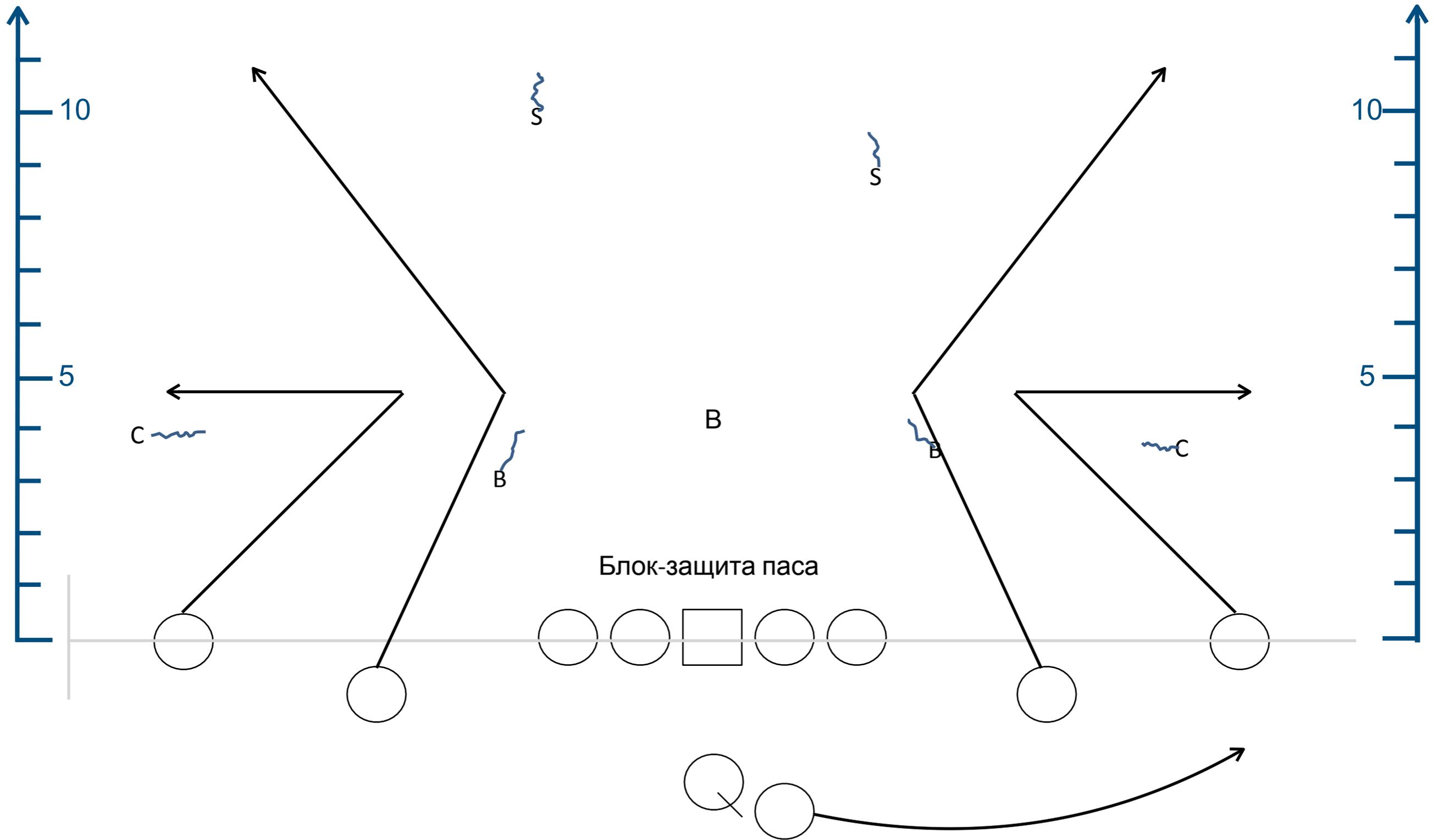
# DOUBLE IN-POST (PLAZA)



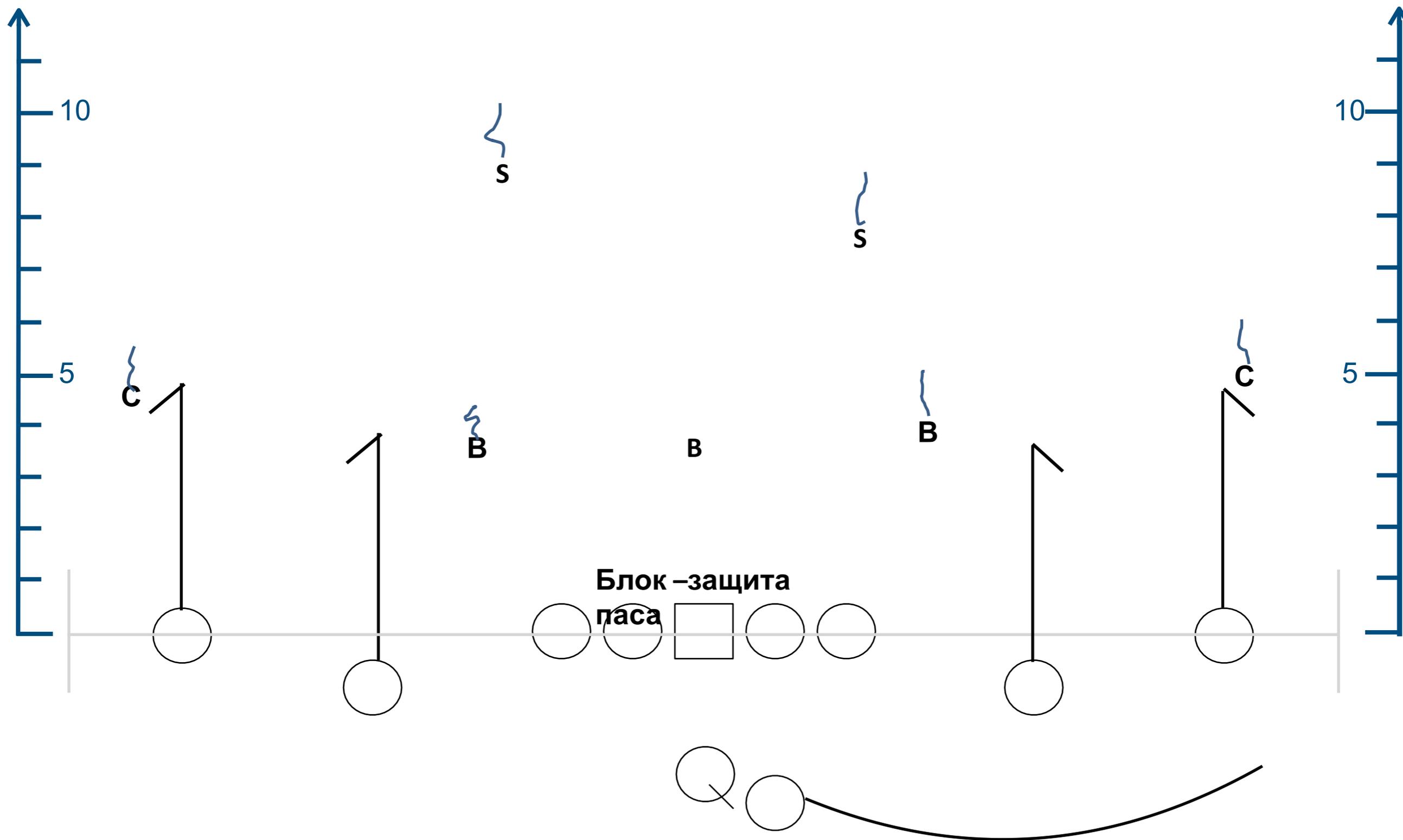
# DOUBLE MINI CROSS



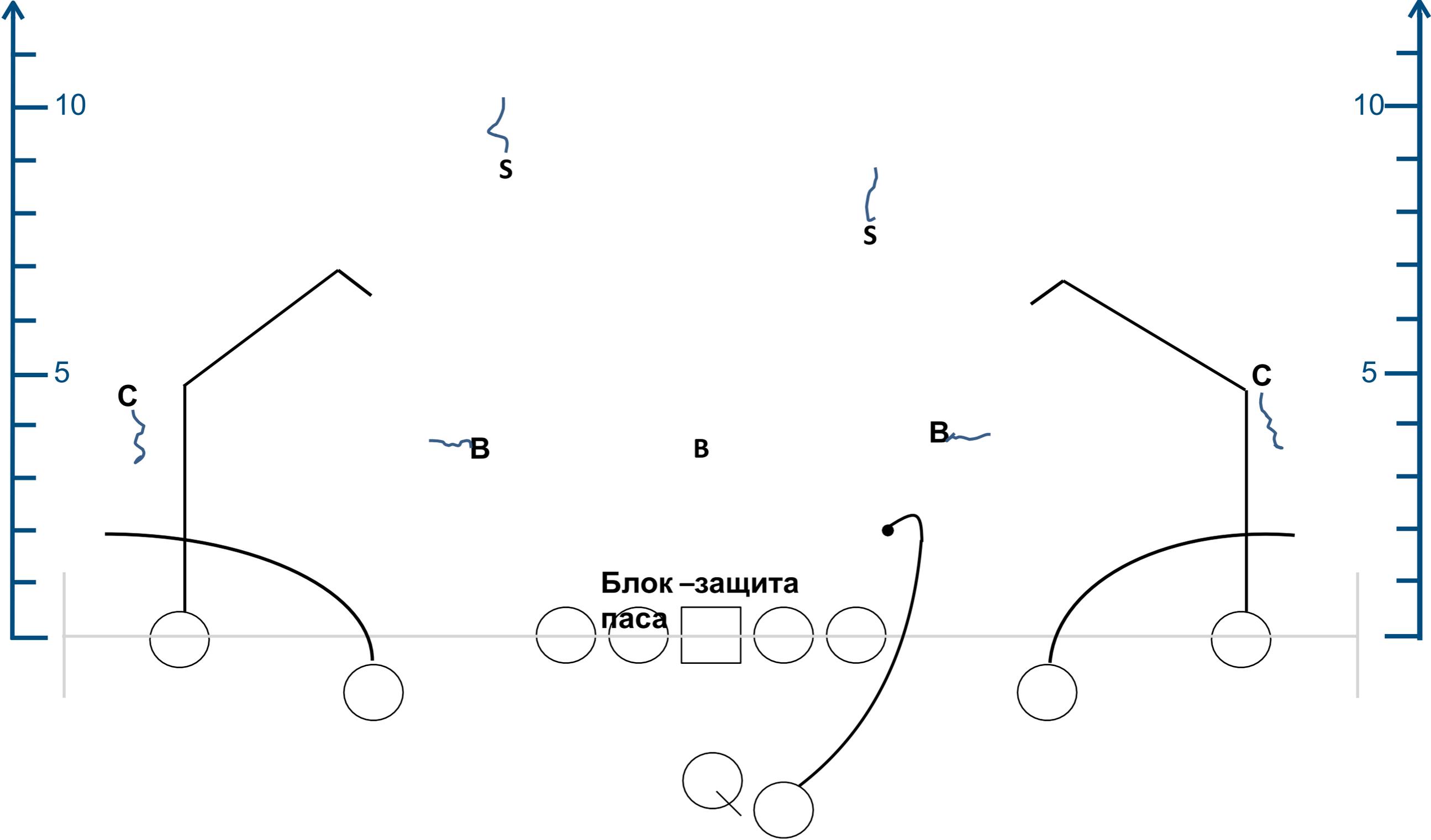
# DOUBLE FLAGS



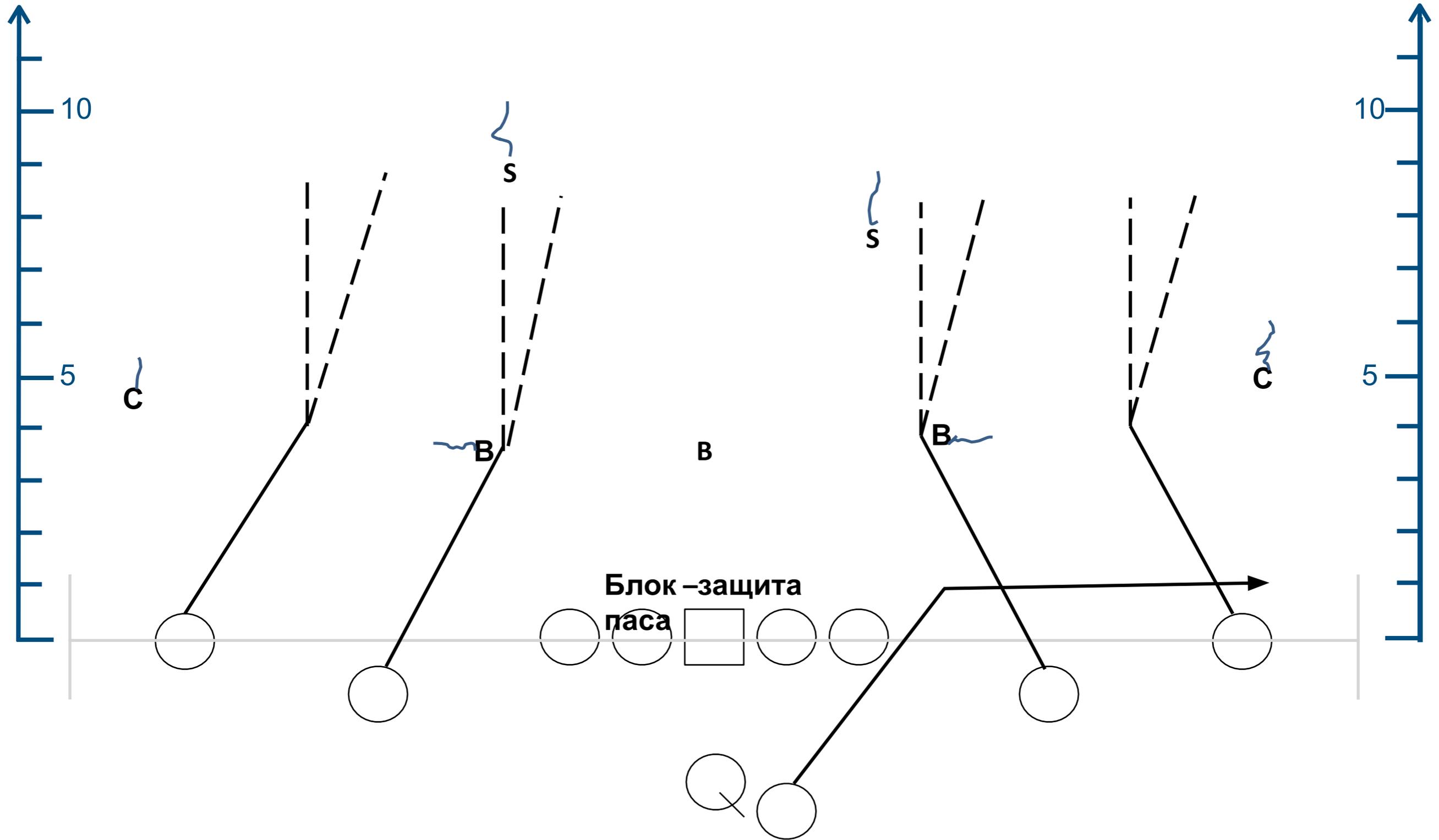
# DOUBLE ALL HITCH



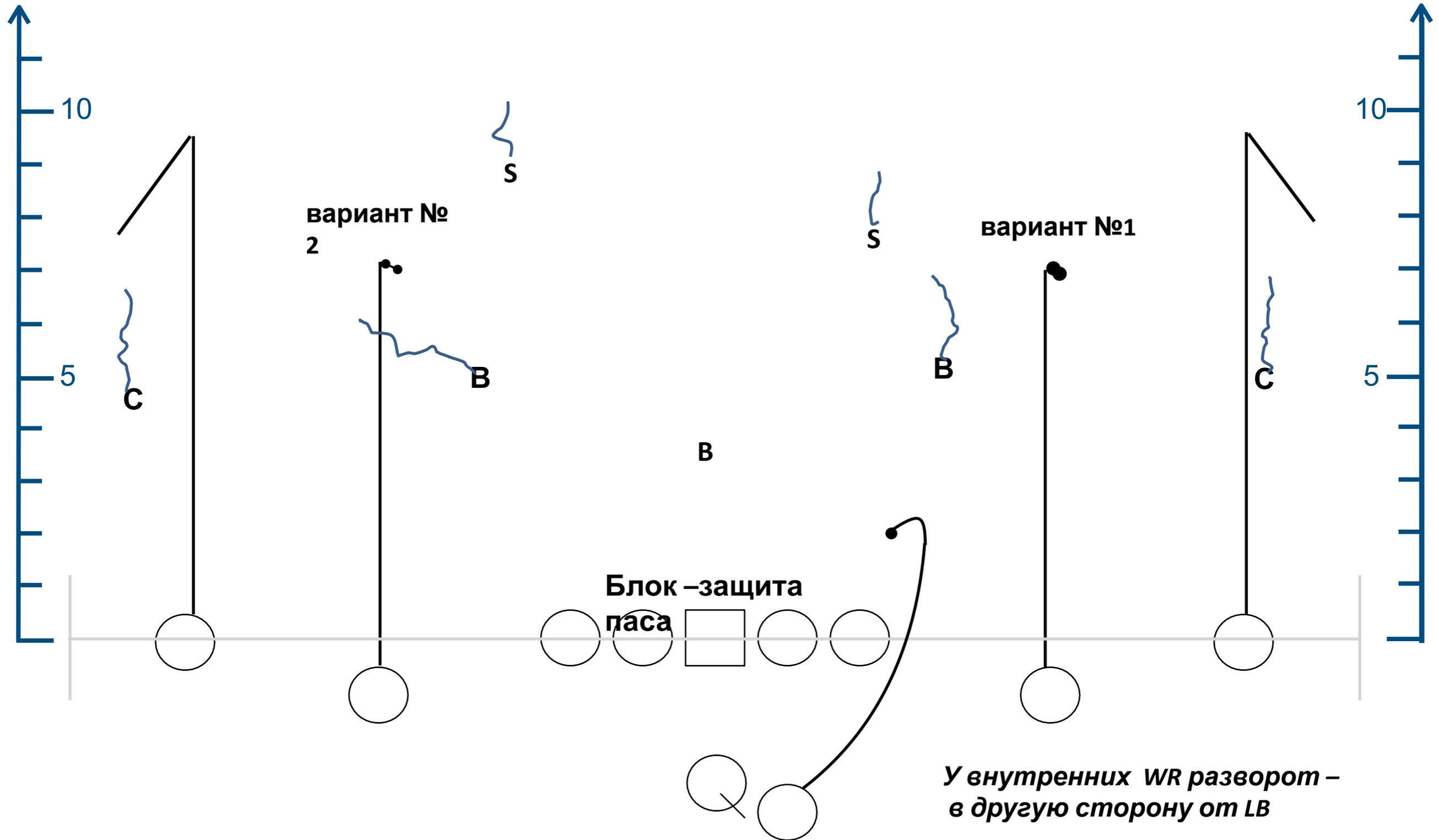
# DOUBLE BANANA



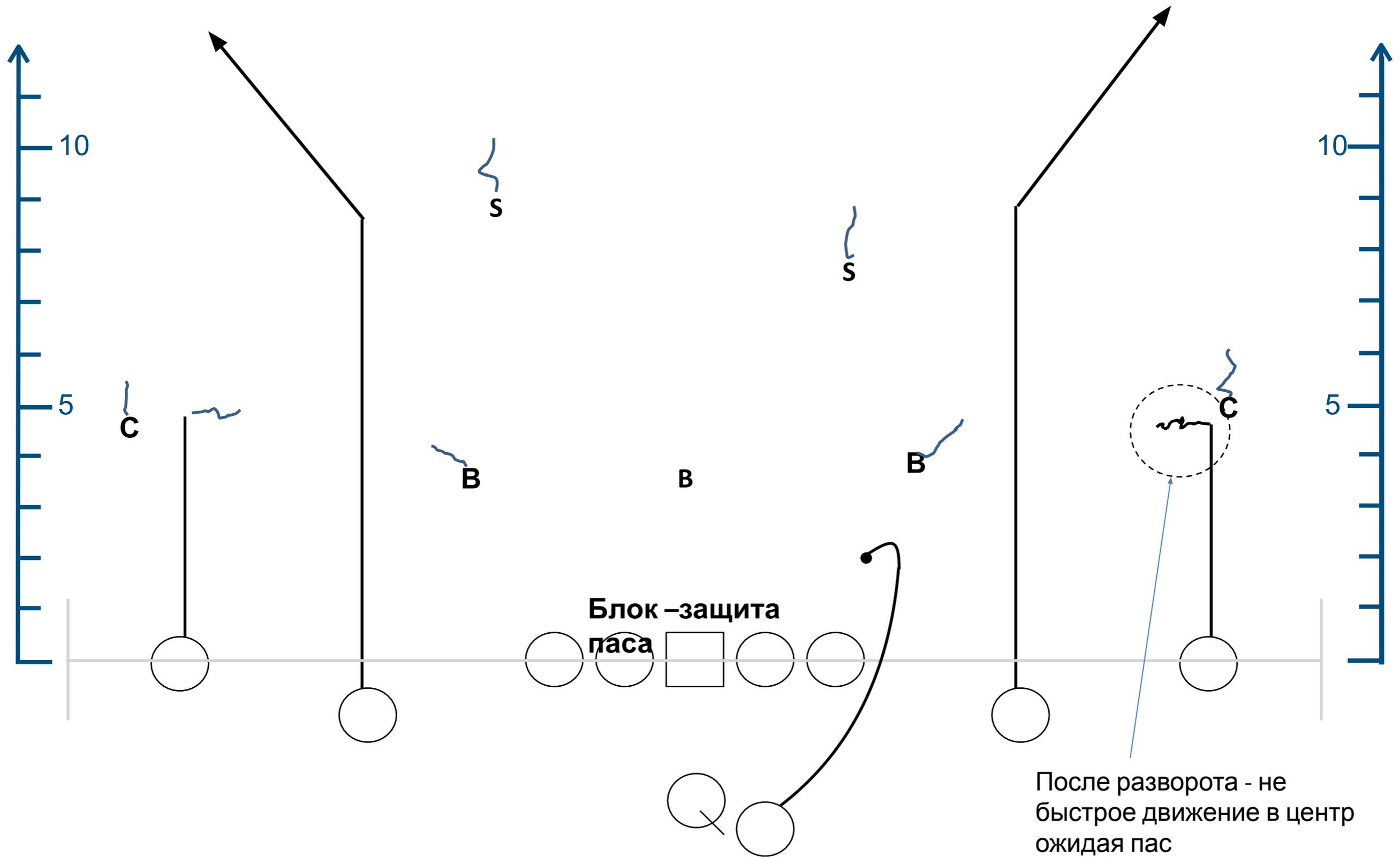
# DOUBLE TOWER



# DOUBLE COMEBACK - Stop

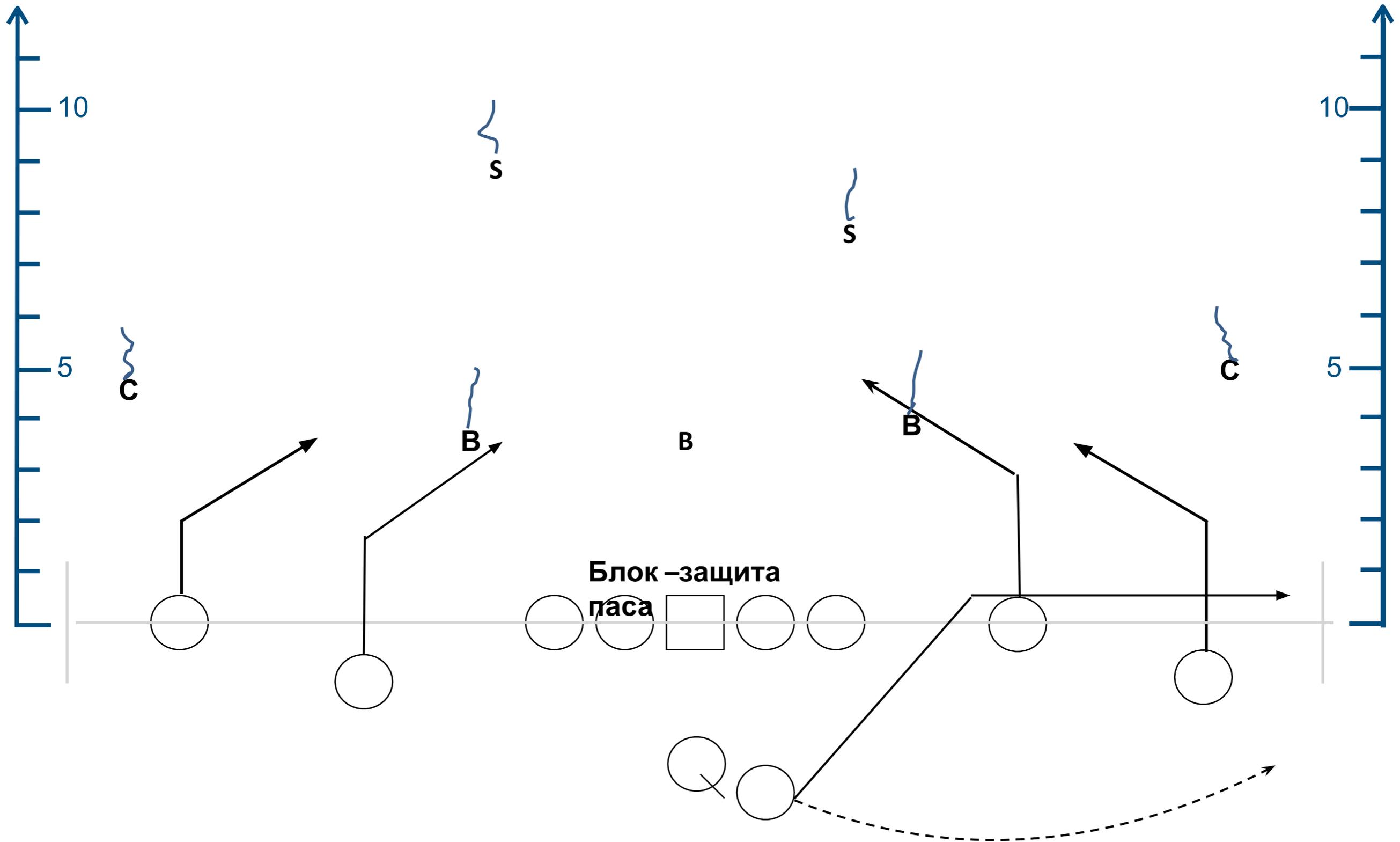


# DOUBLE SMASH



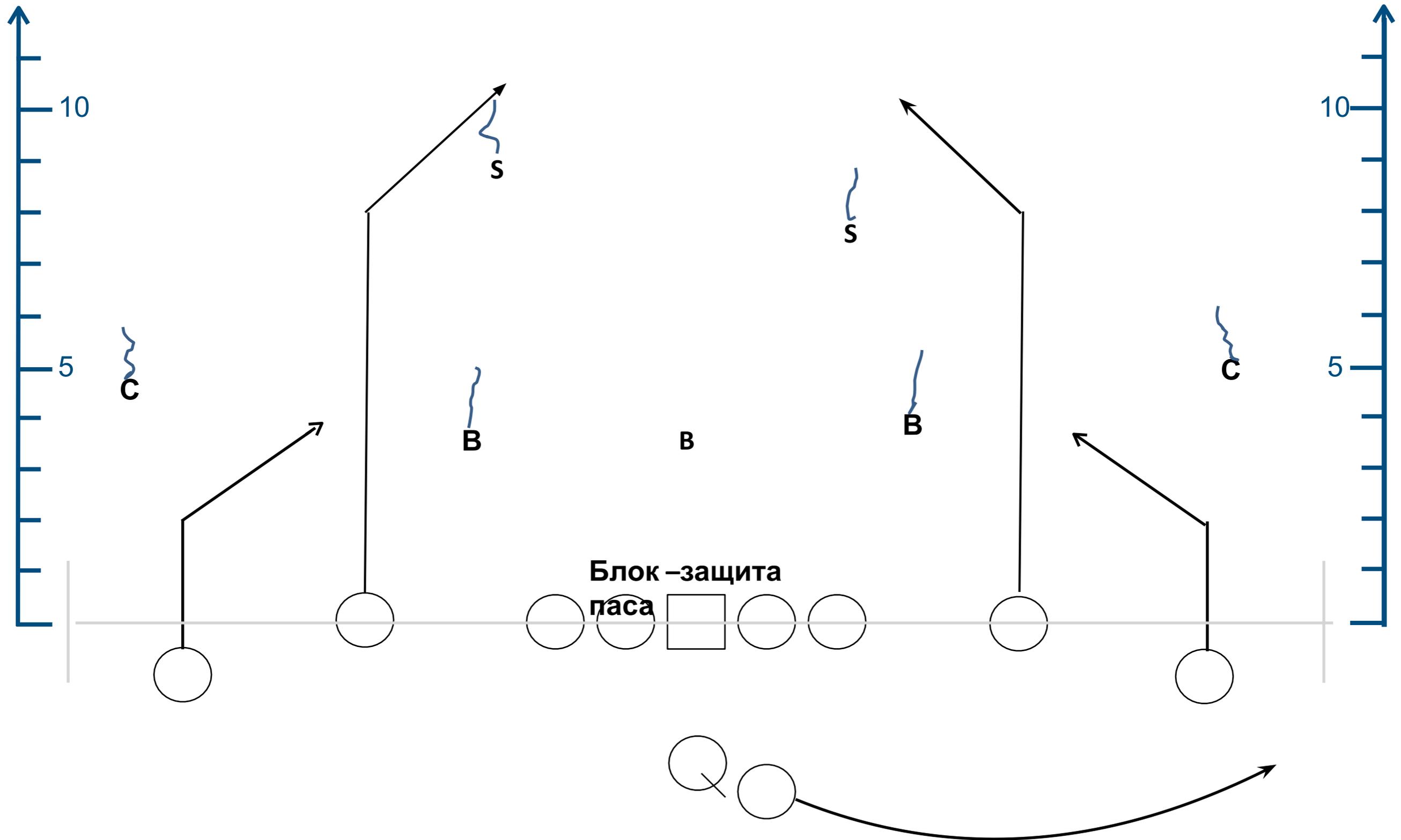
# DOUBLE parallel DOUBLE SLANT

parallel-это слева внешний WR и справа внутренний WR стоят на линии, а левый внутренний WR и правый внешний WR не на линии

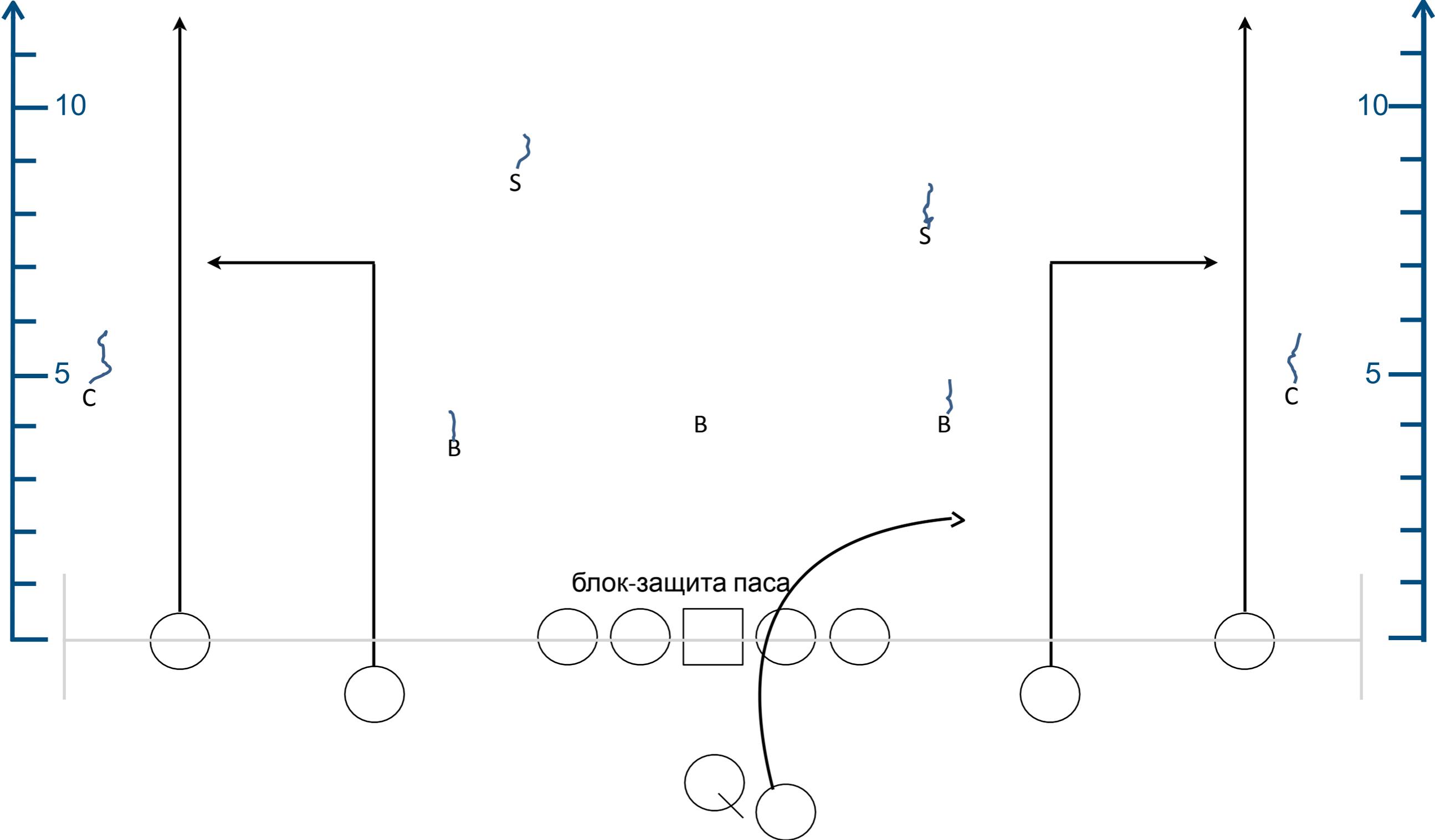


# DOUBLE slot SLANT-POST

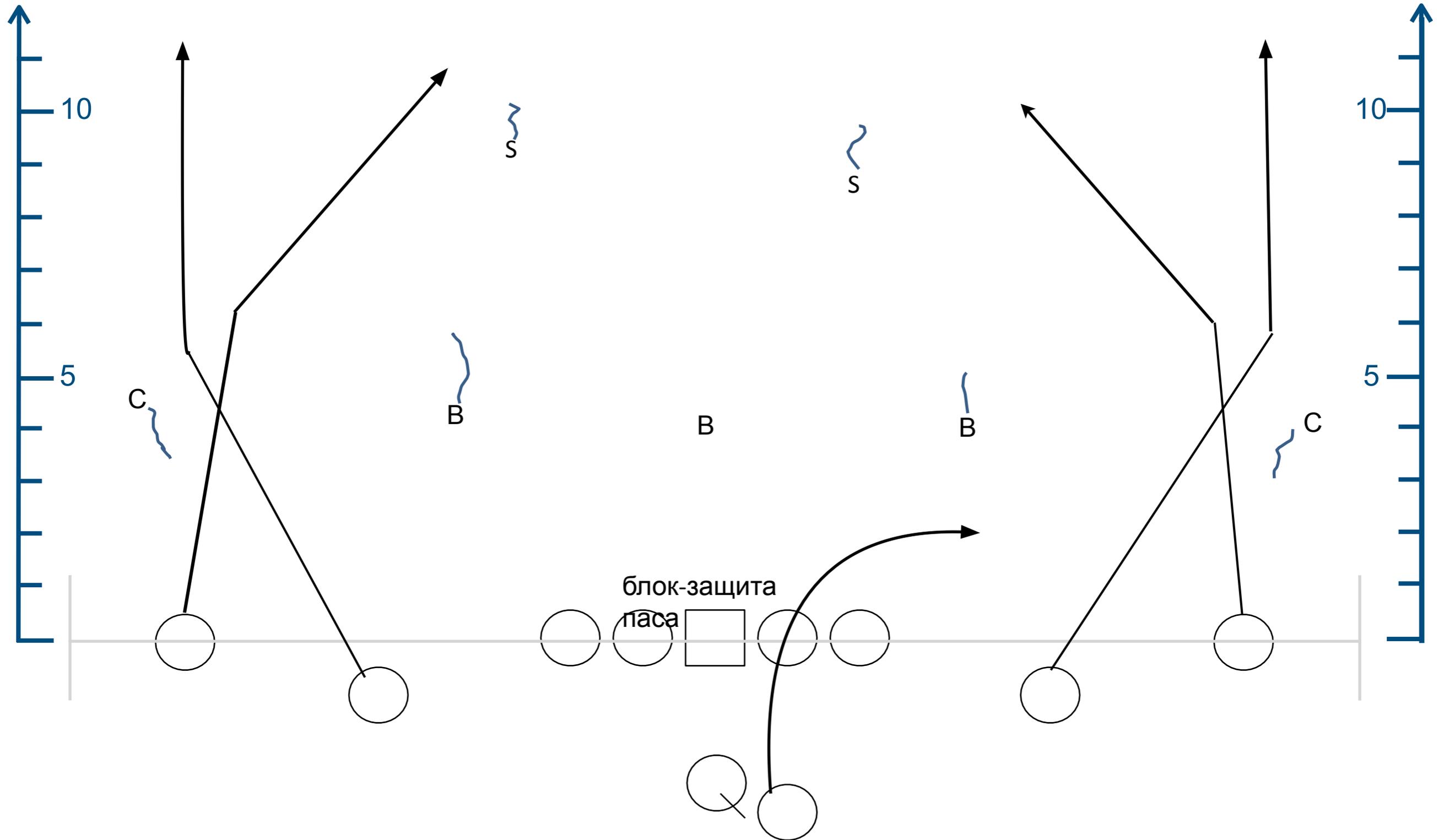
slot – это внутренние WR на линии



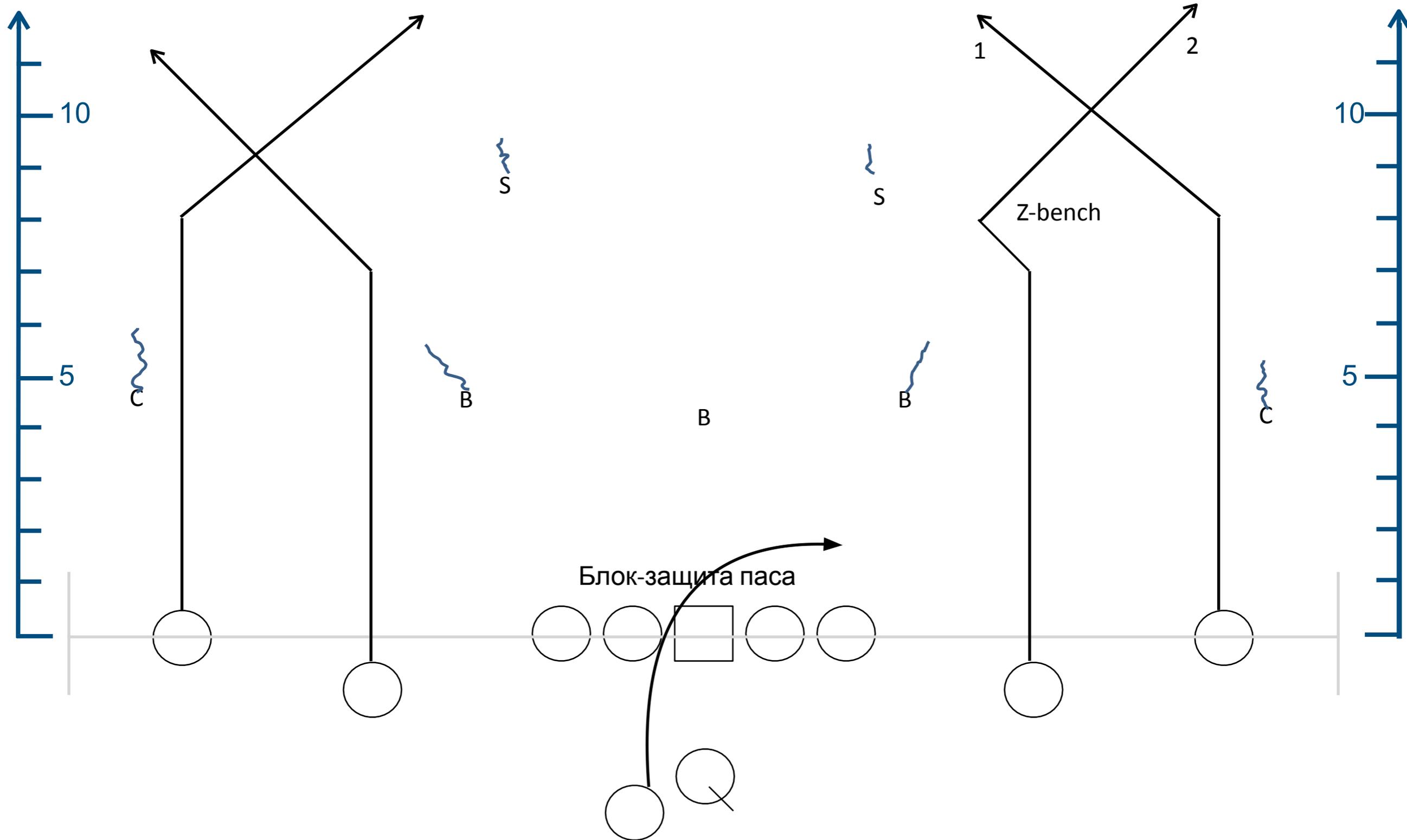
# DOUBLE 20 fake UP-OUT



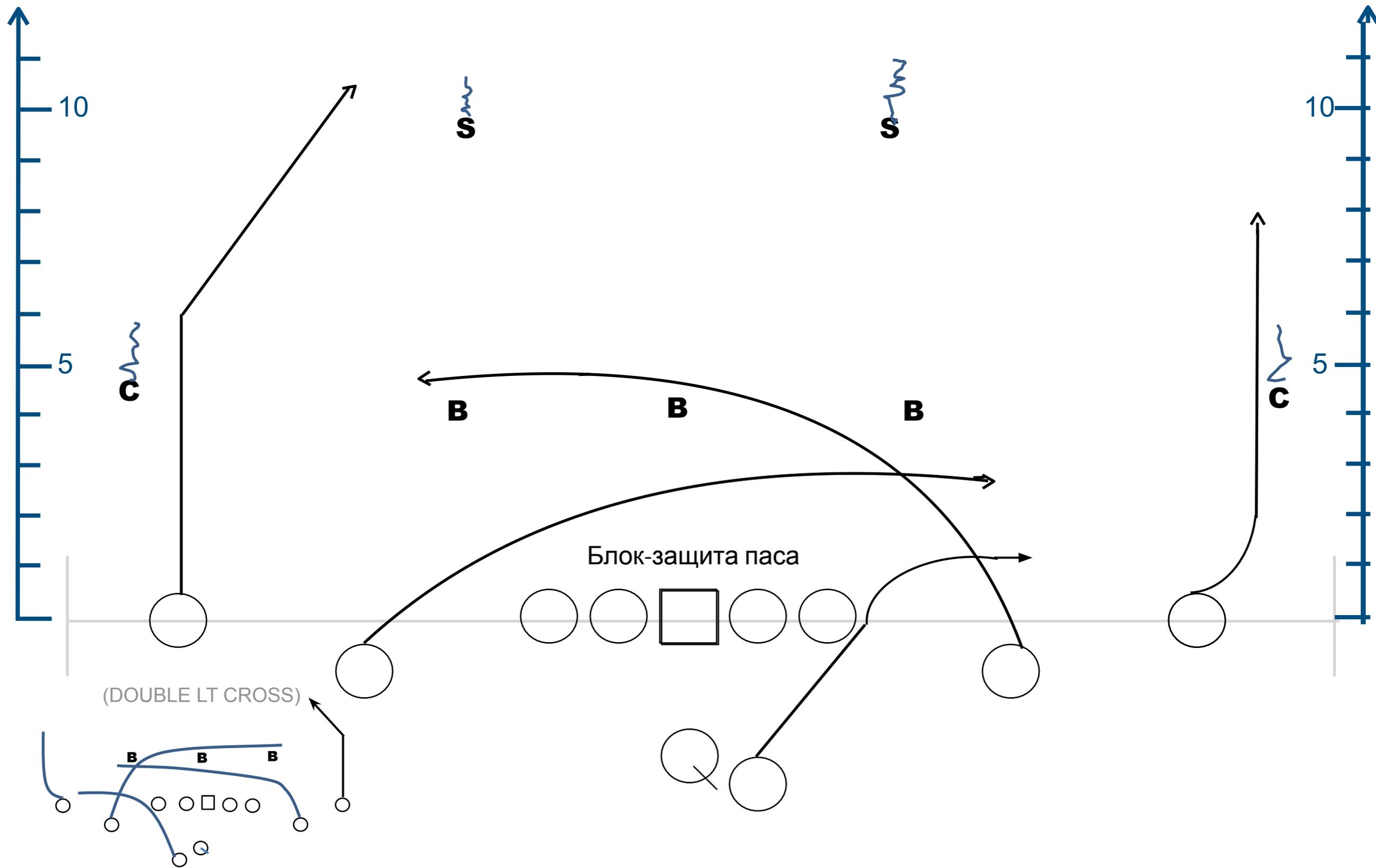
# DOUBLE 22 fake SPARTA



# DOUBLE 21 fake POST-CORNER



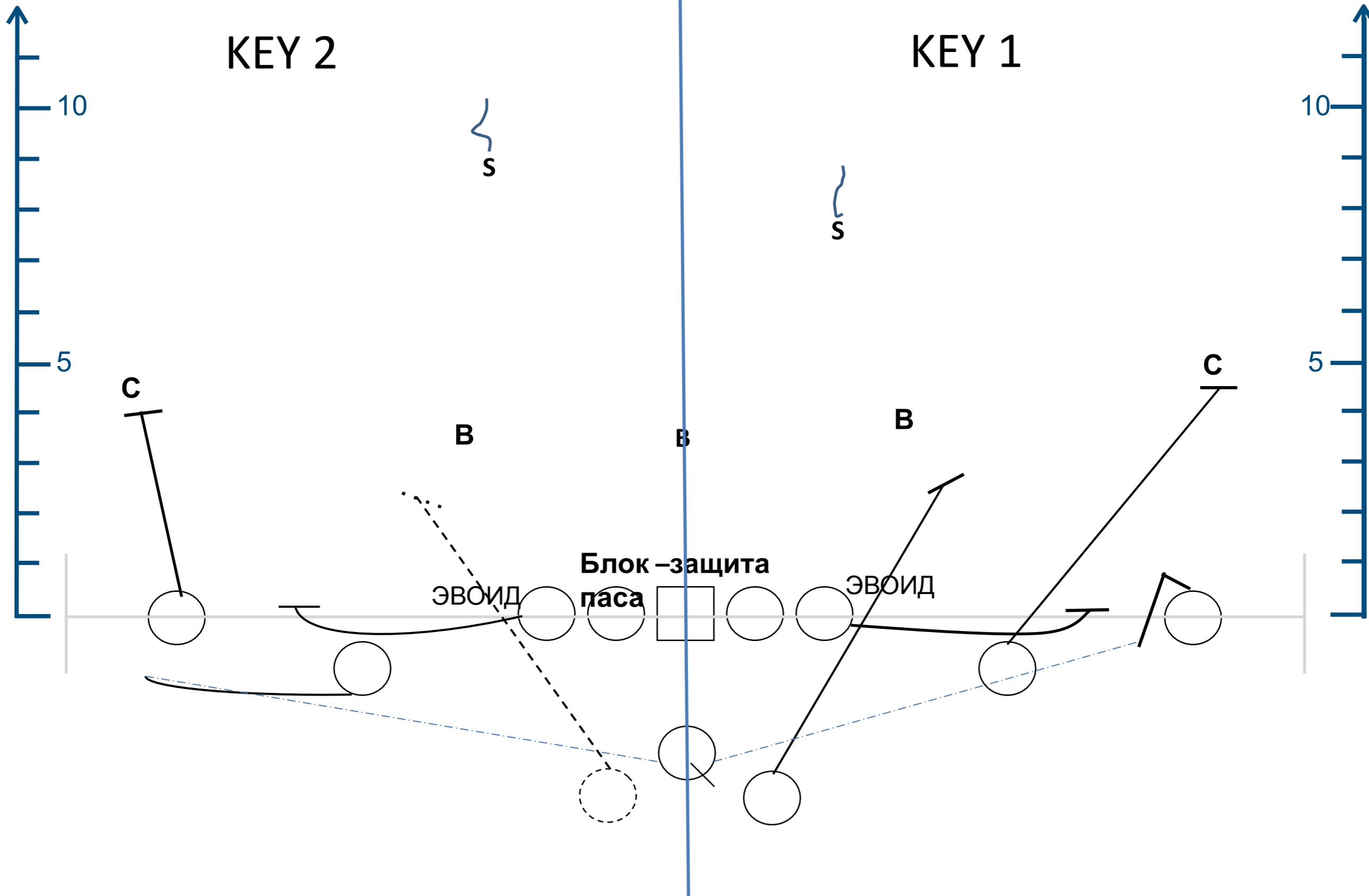
# DOUBLE RT CROSS



# DOUBLE

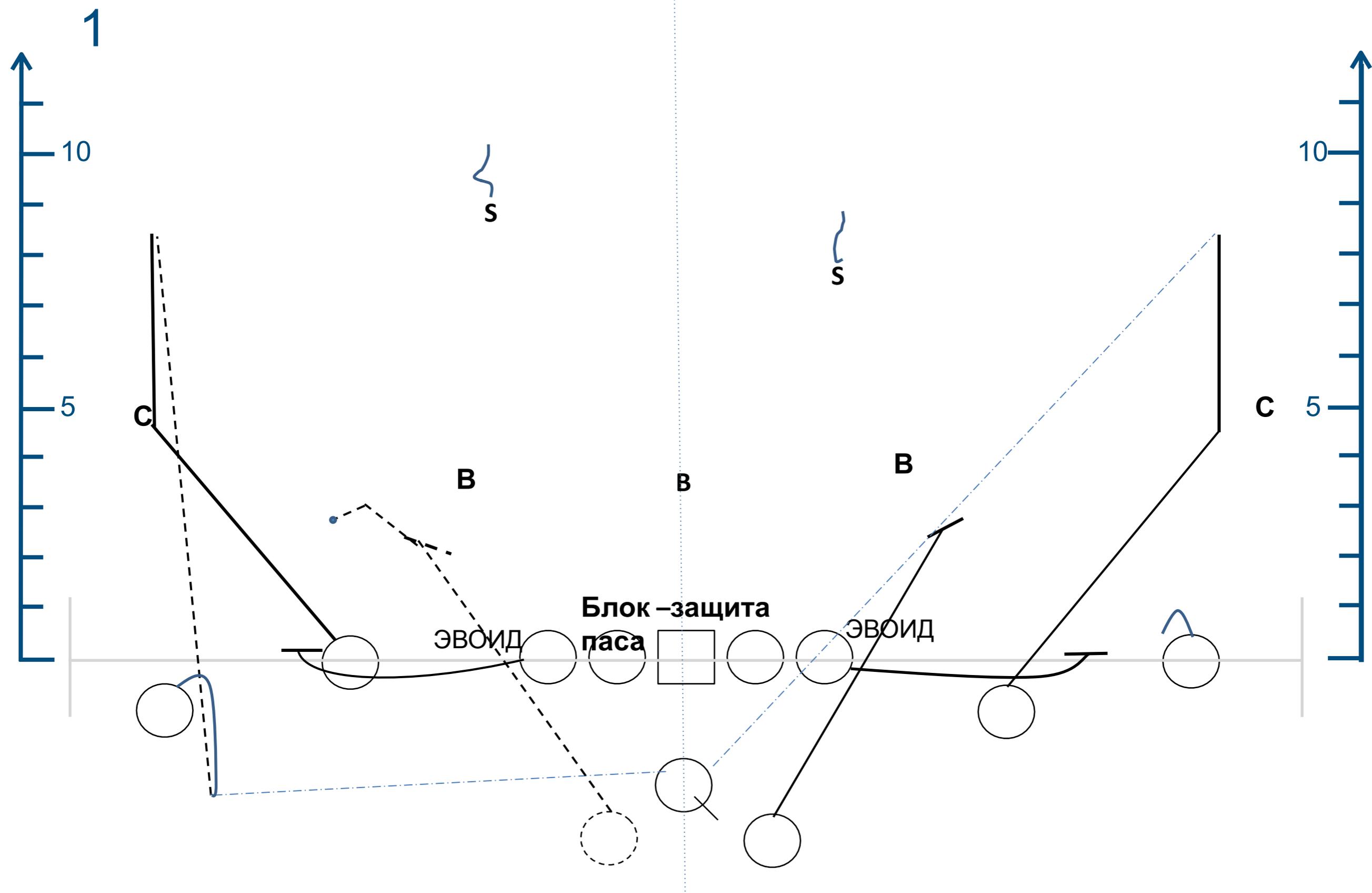
KEY 2

KEY 1

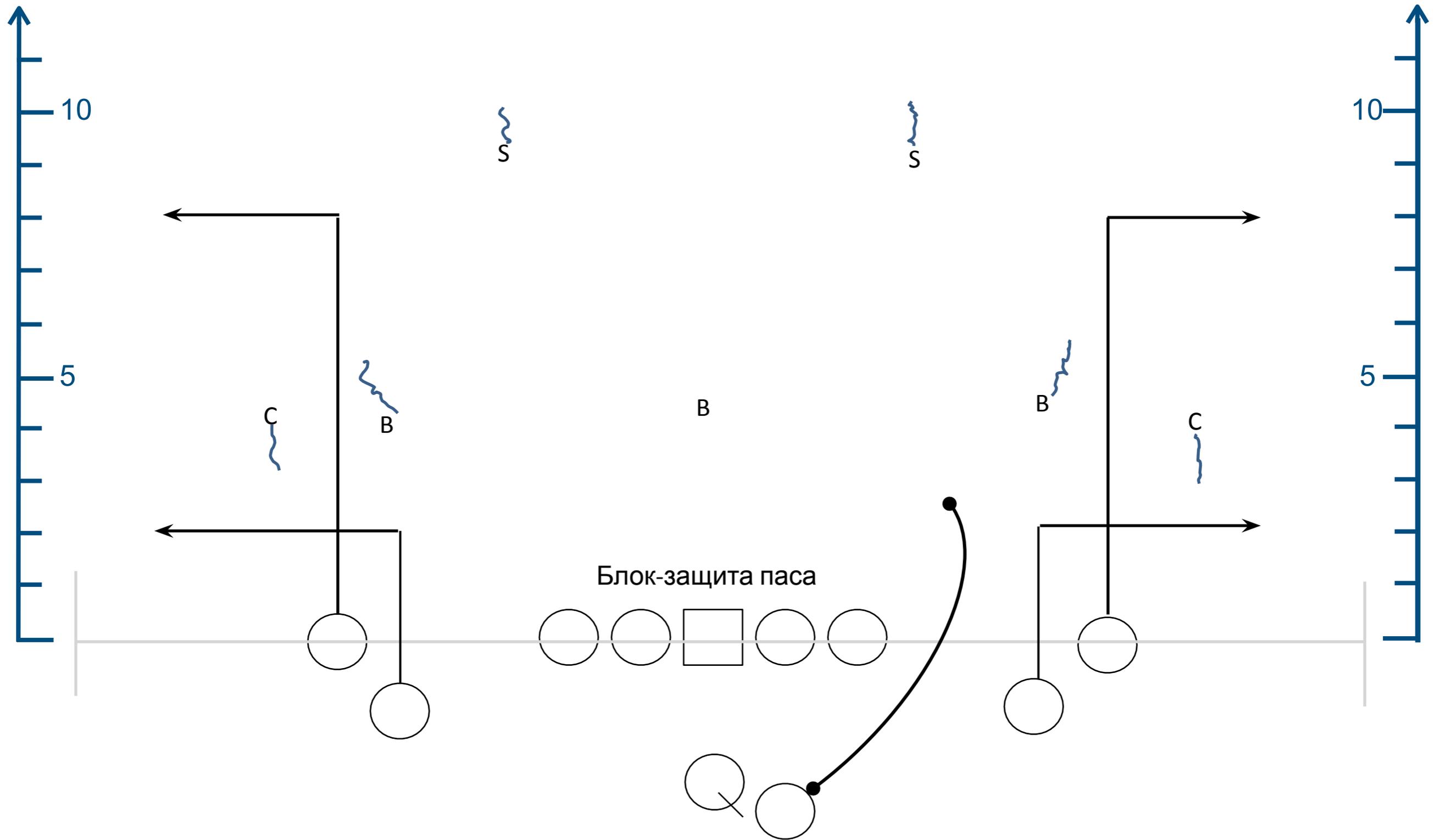


# DbIslot DOUBLE PASS

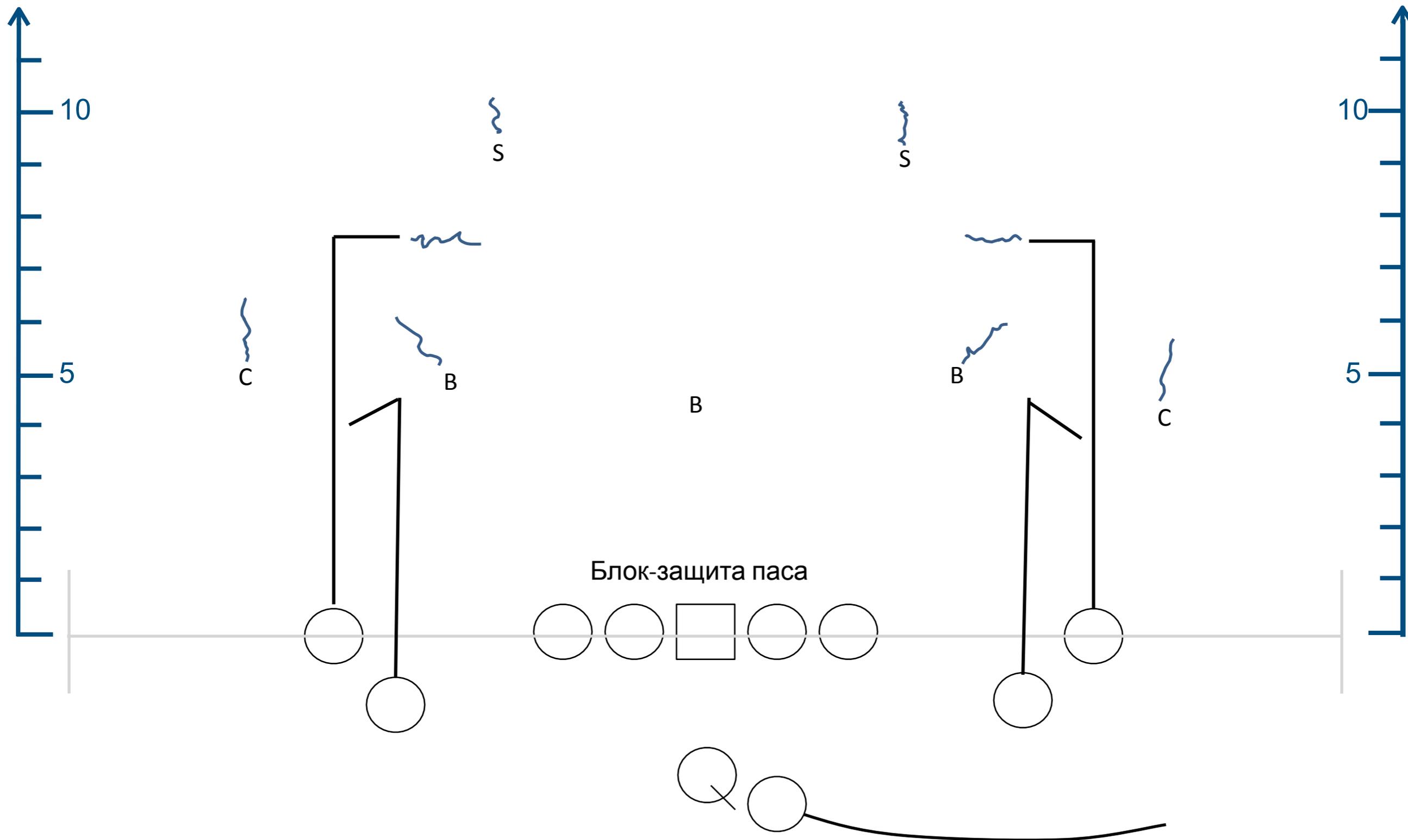
# DOUBLE LOCK



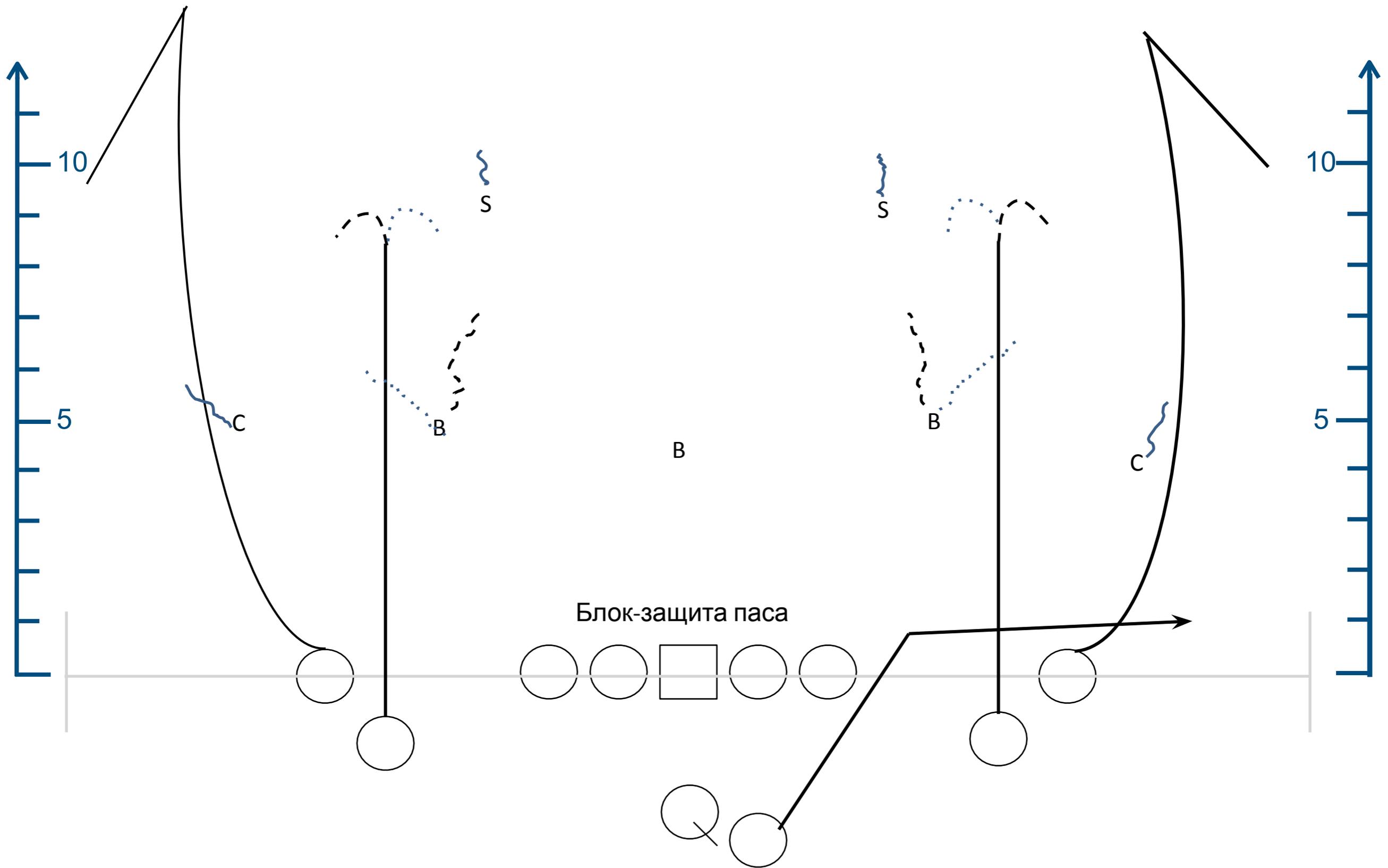
# DOUBLE STACK DOUBLE OUT



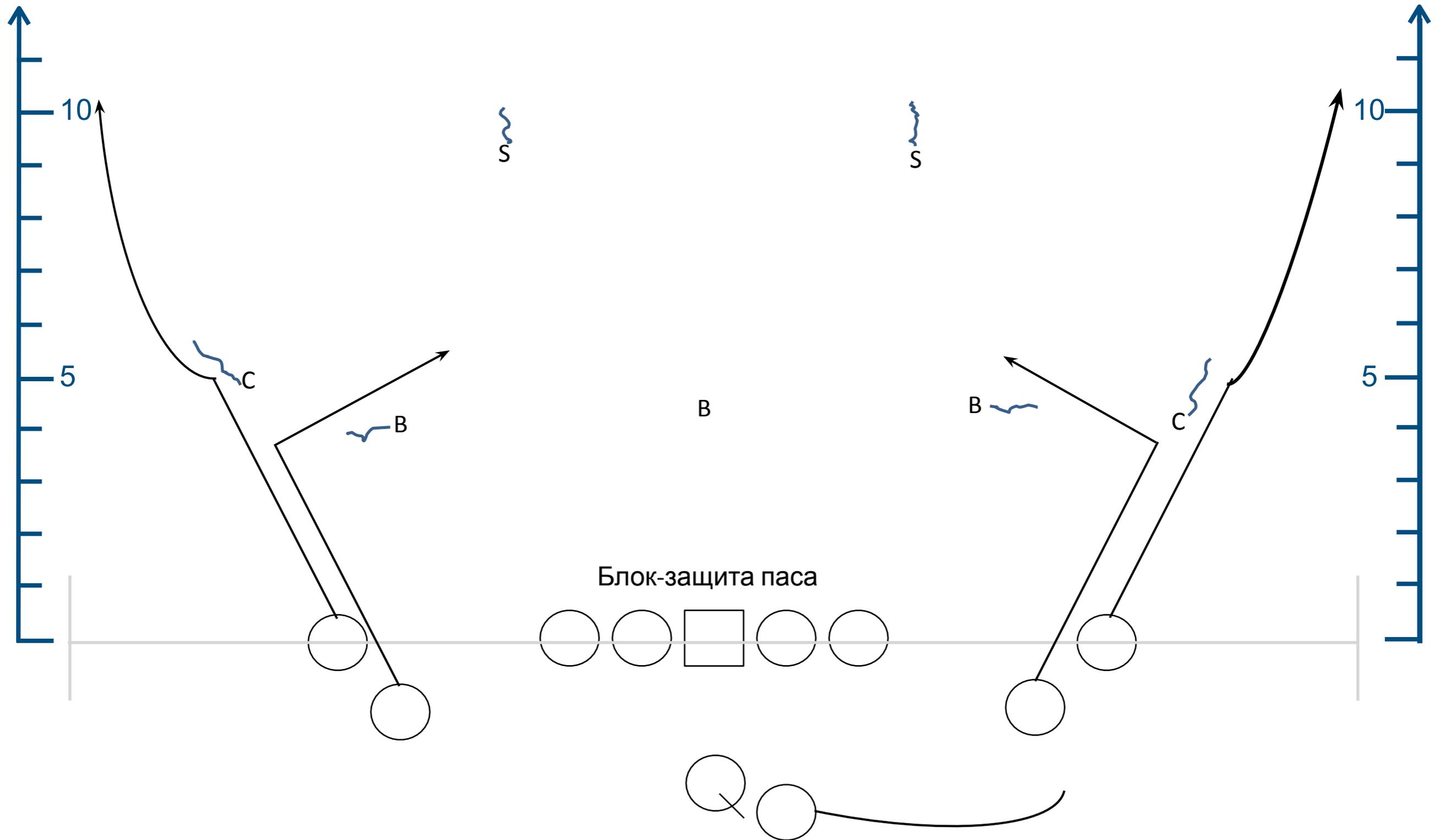
# DOUBLE STACK IN - HITCH



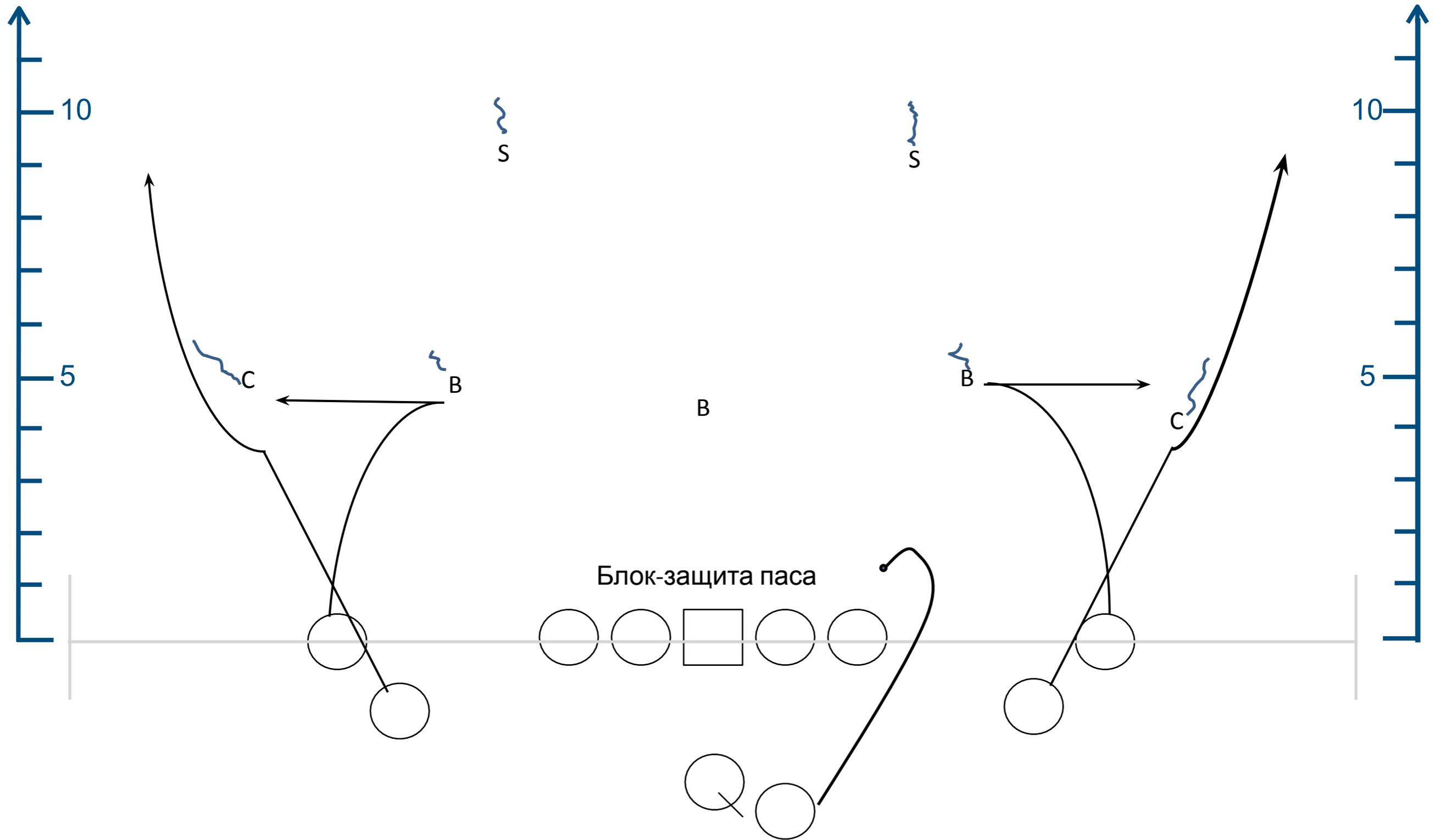
# DOUBLE STACK COMEBACKS



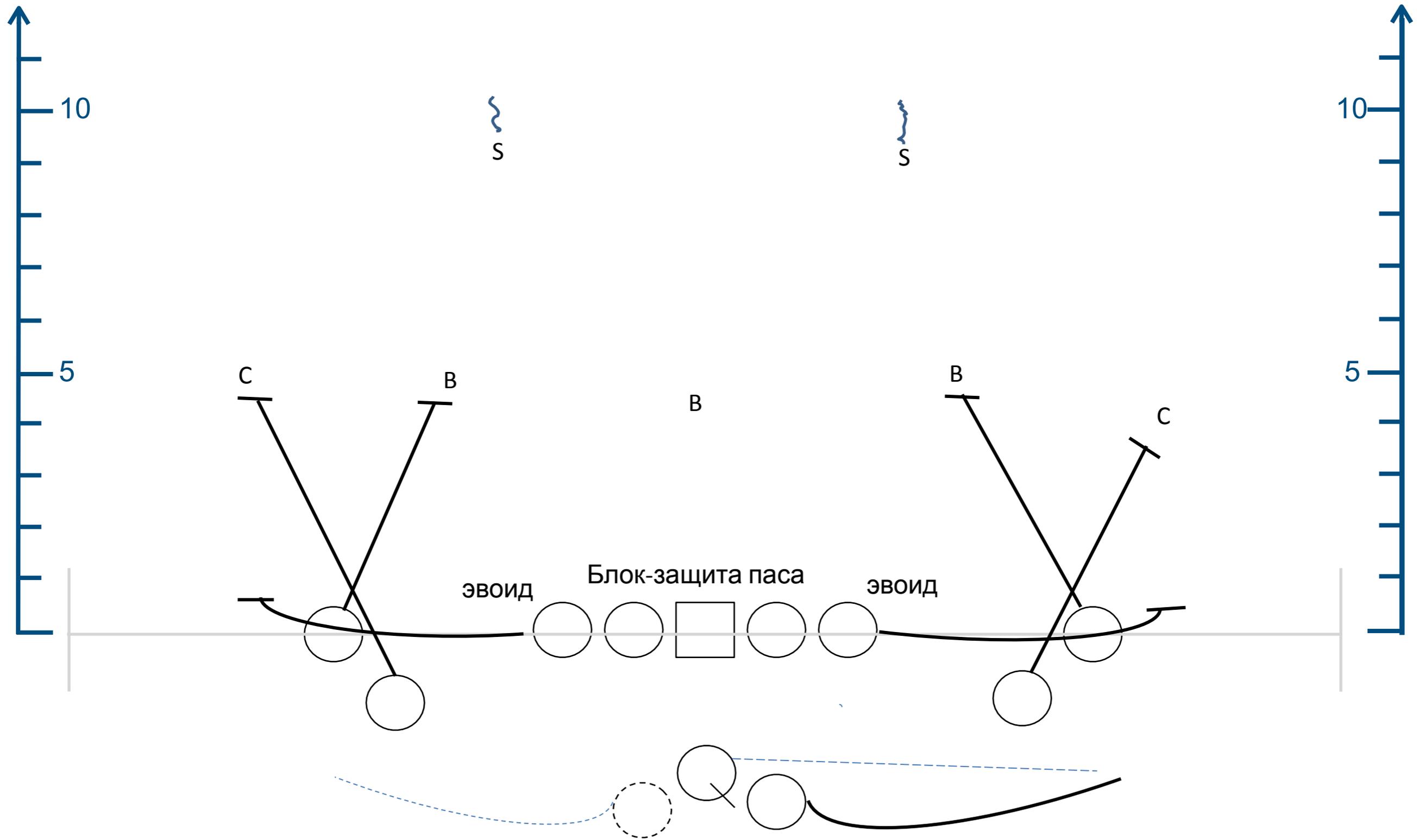
# DOUBLE STACK UP-SLANT



# DOUBLE STACK PIVOT-UP

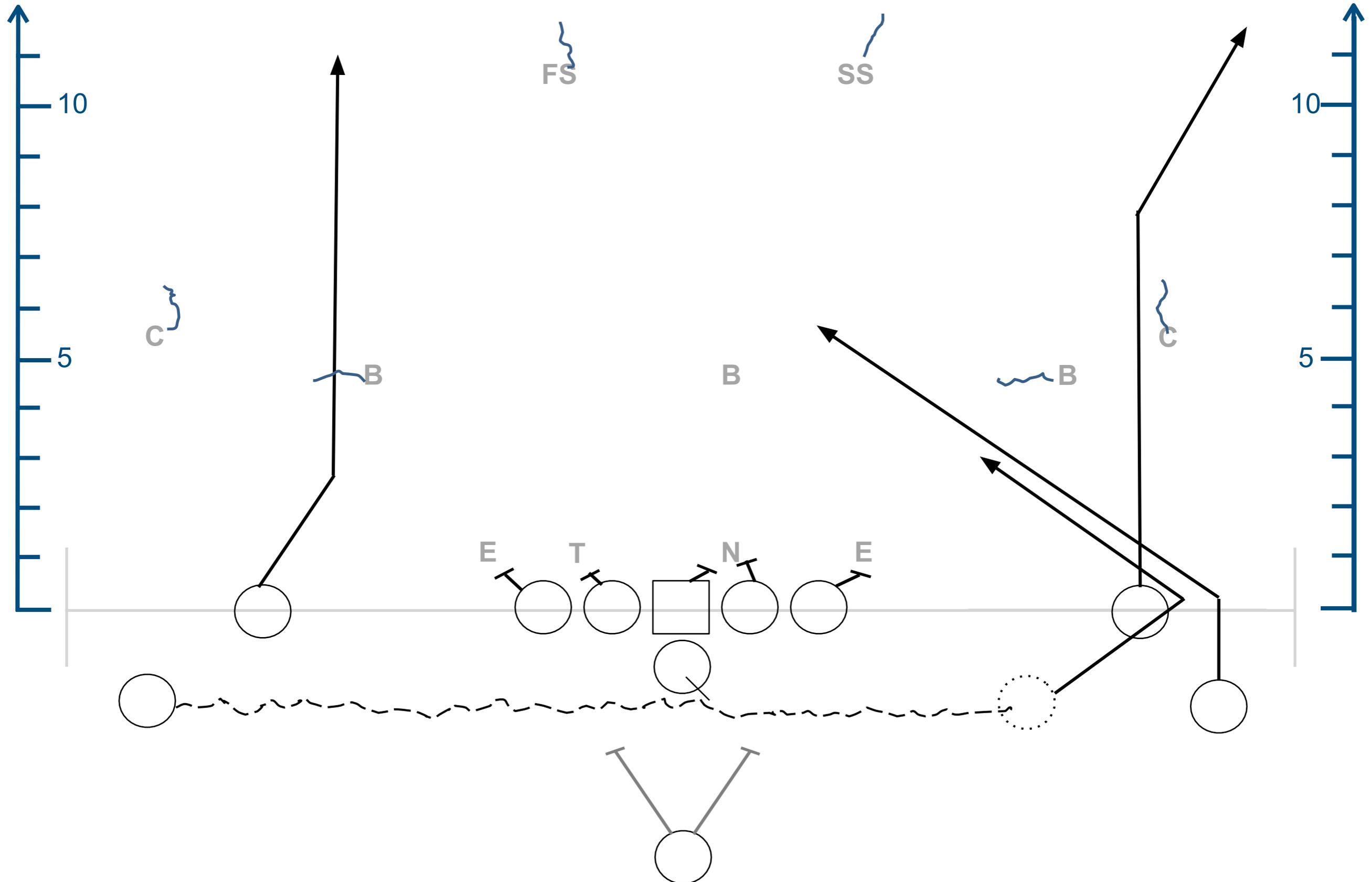


# DOUBLE STACK KEY 3



# DOUBLE STACK OVER - RT SLANT

(DOUBLE STACK OVER LT SLANT)

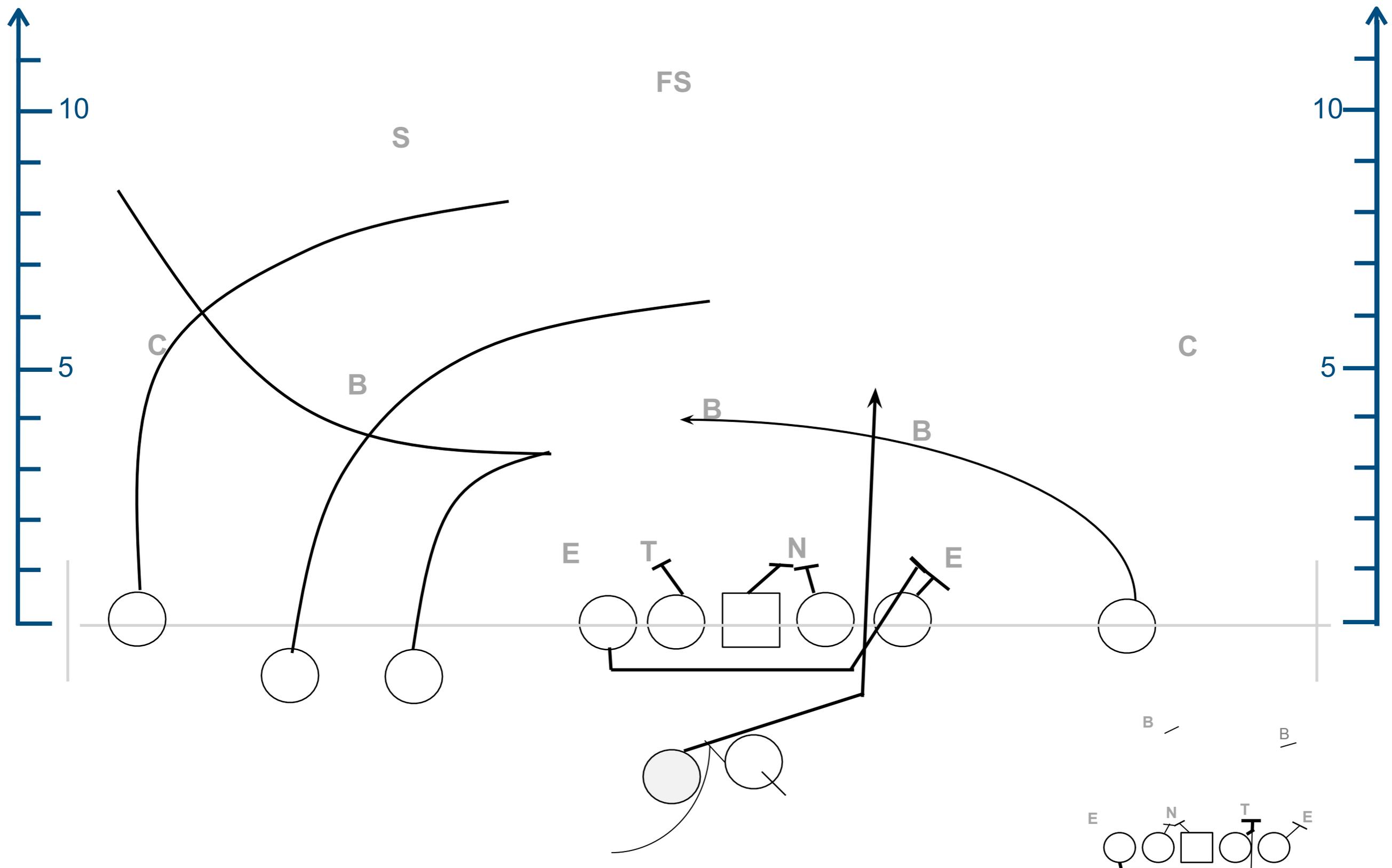


PLAY

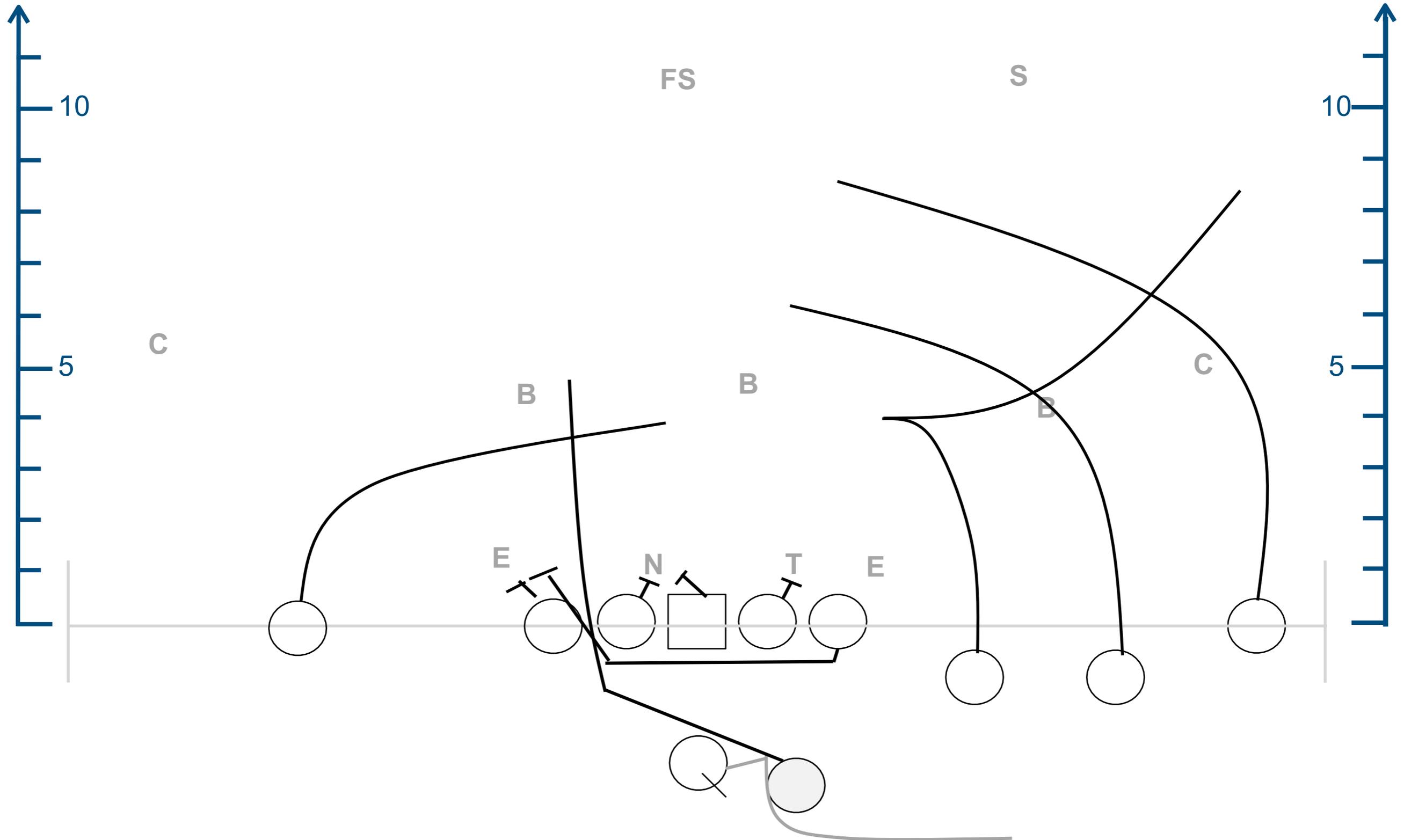
ACTIO

N

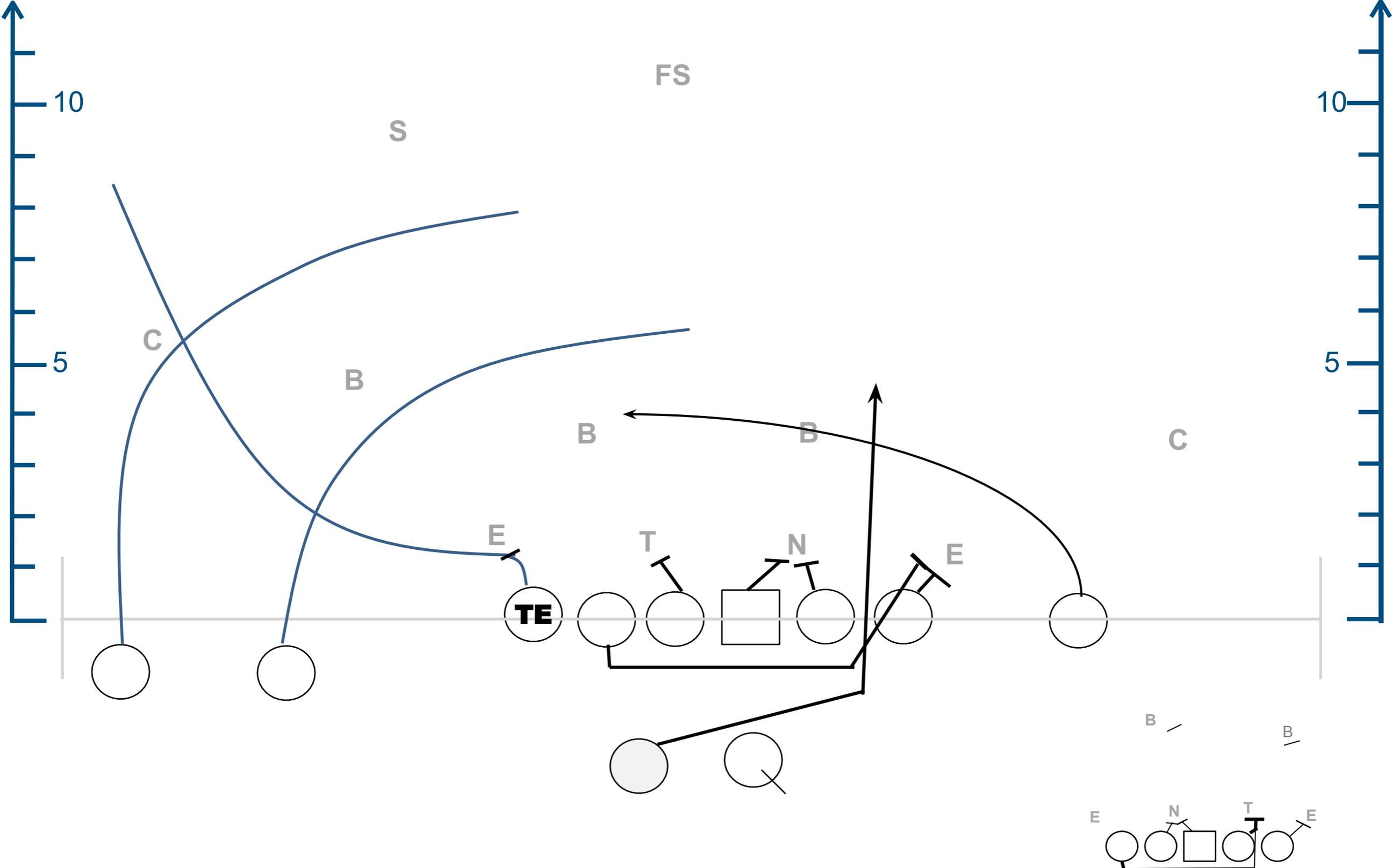
# TRIPS LT L 24 fake - cross cross



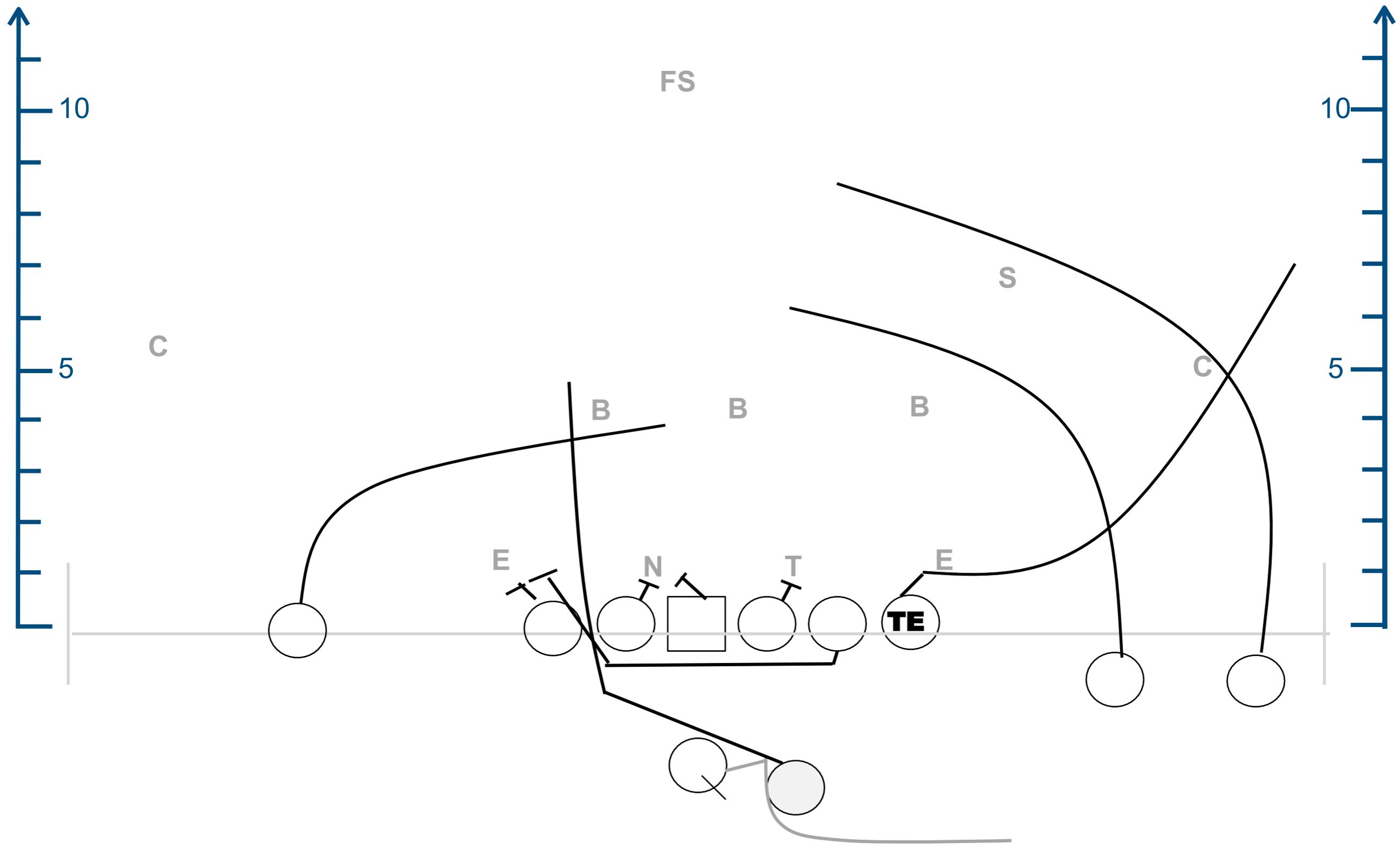
# TRIPS RT L 25 fake – cross cross



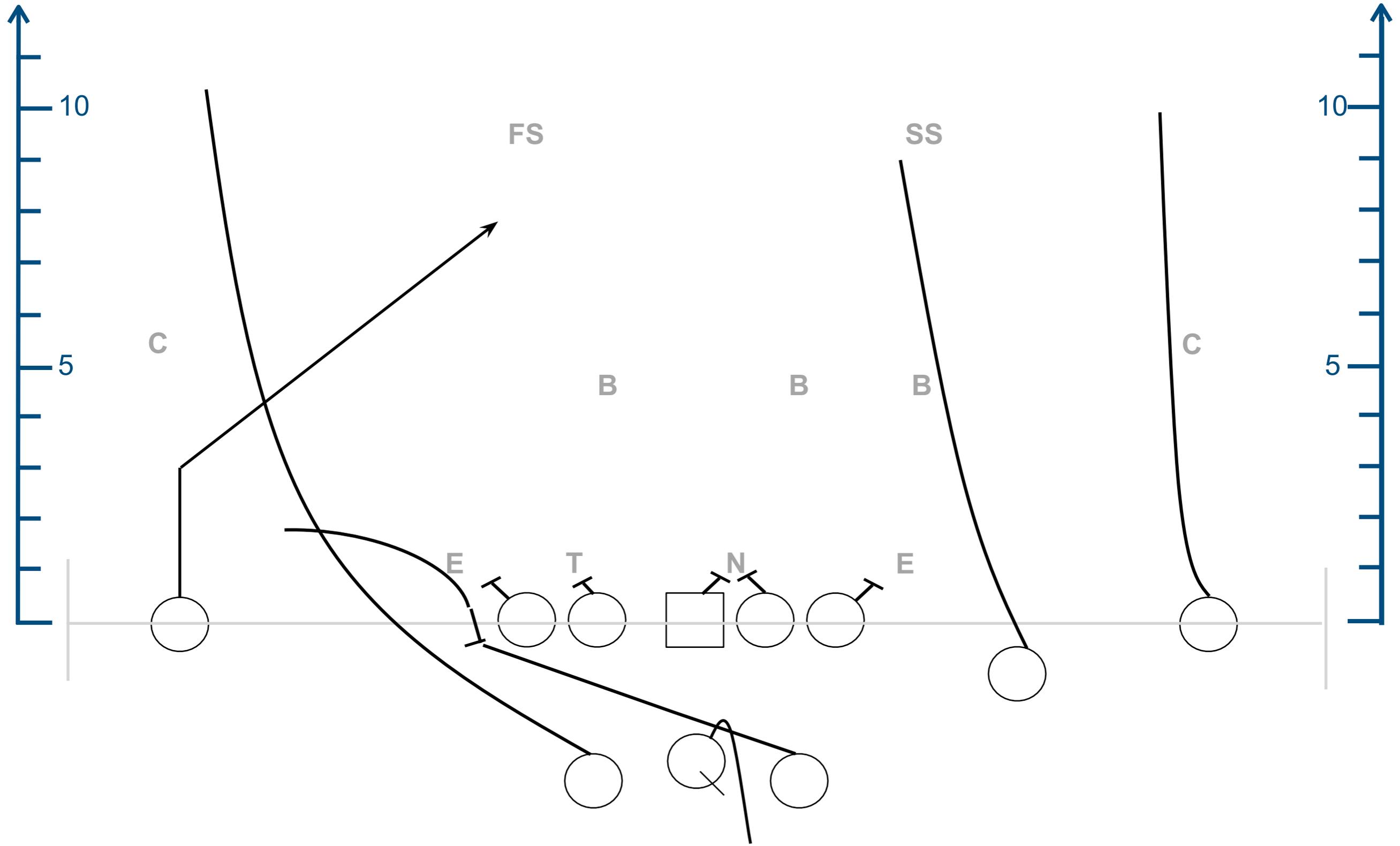
# TREY LT L 24 fake - cross cross



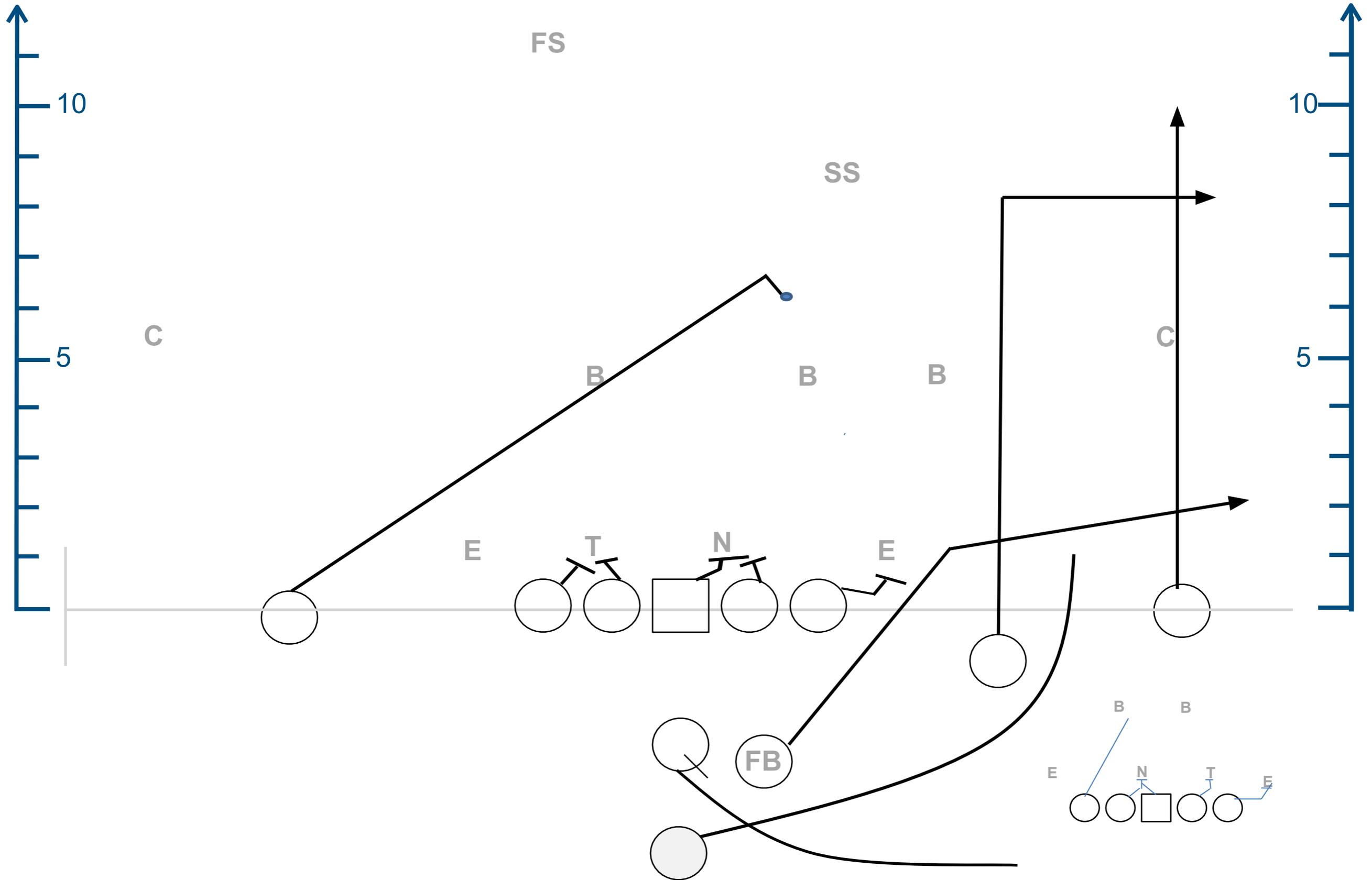
# TREY RT L 25 fake – cross cross



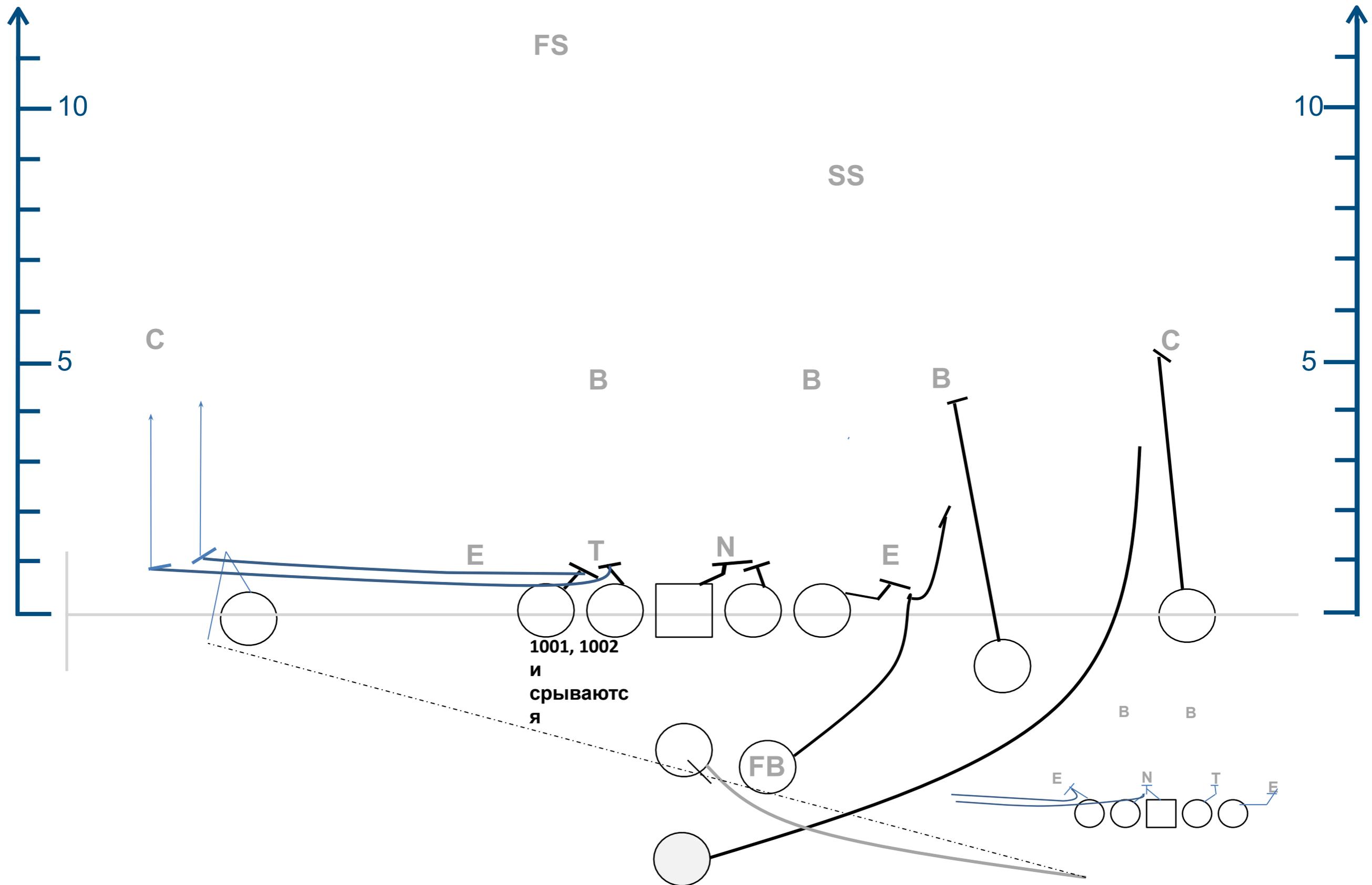
# REX SPLIT RB UP



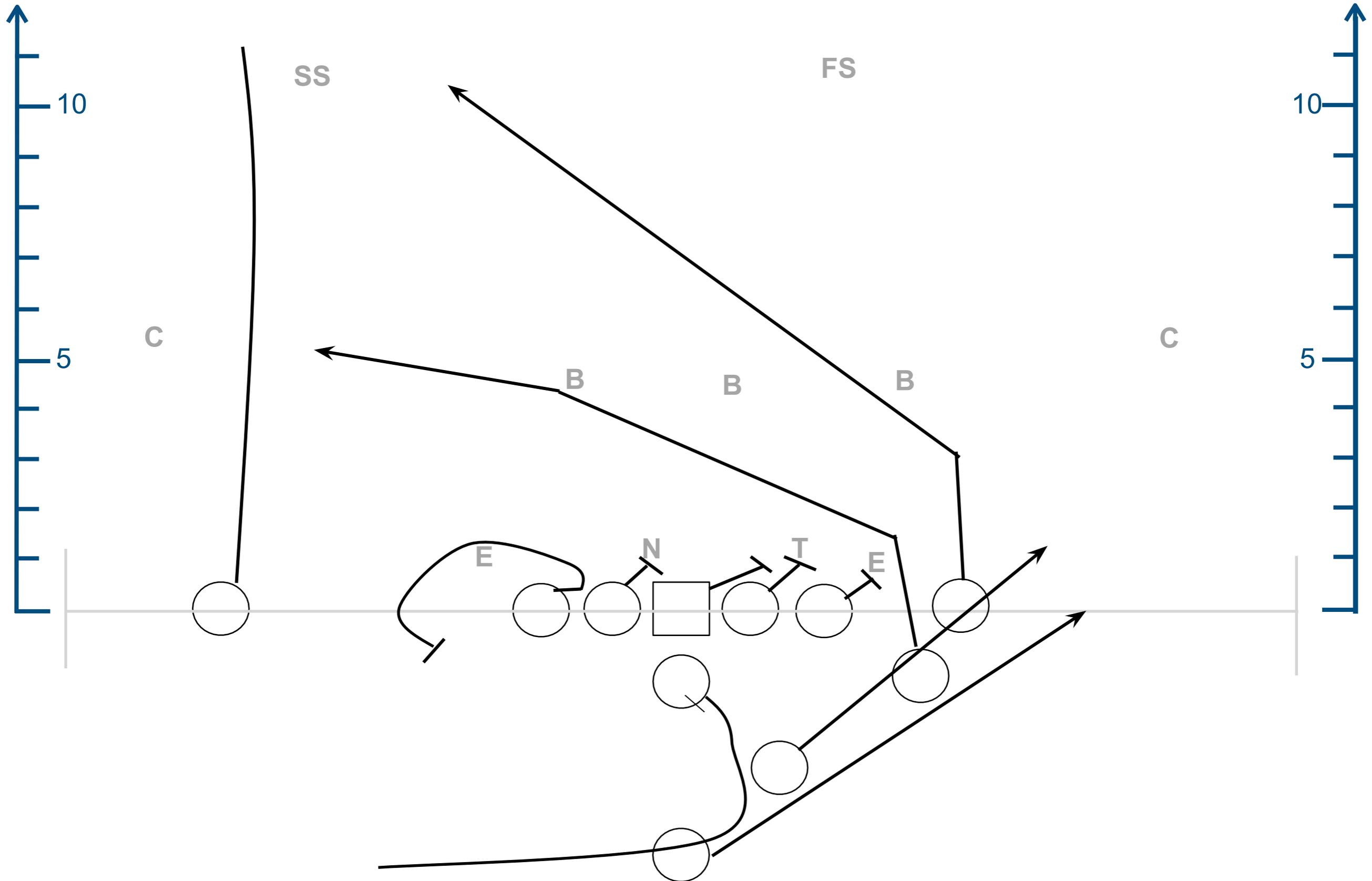
# REX ROB L38 fake Flood



# REX ROB L38 fake single KEY1

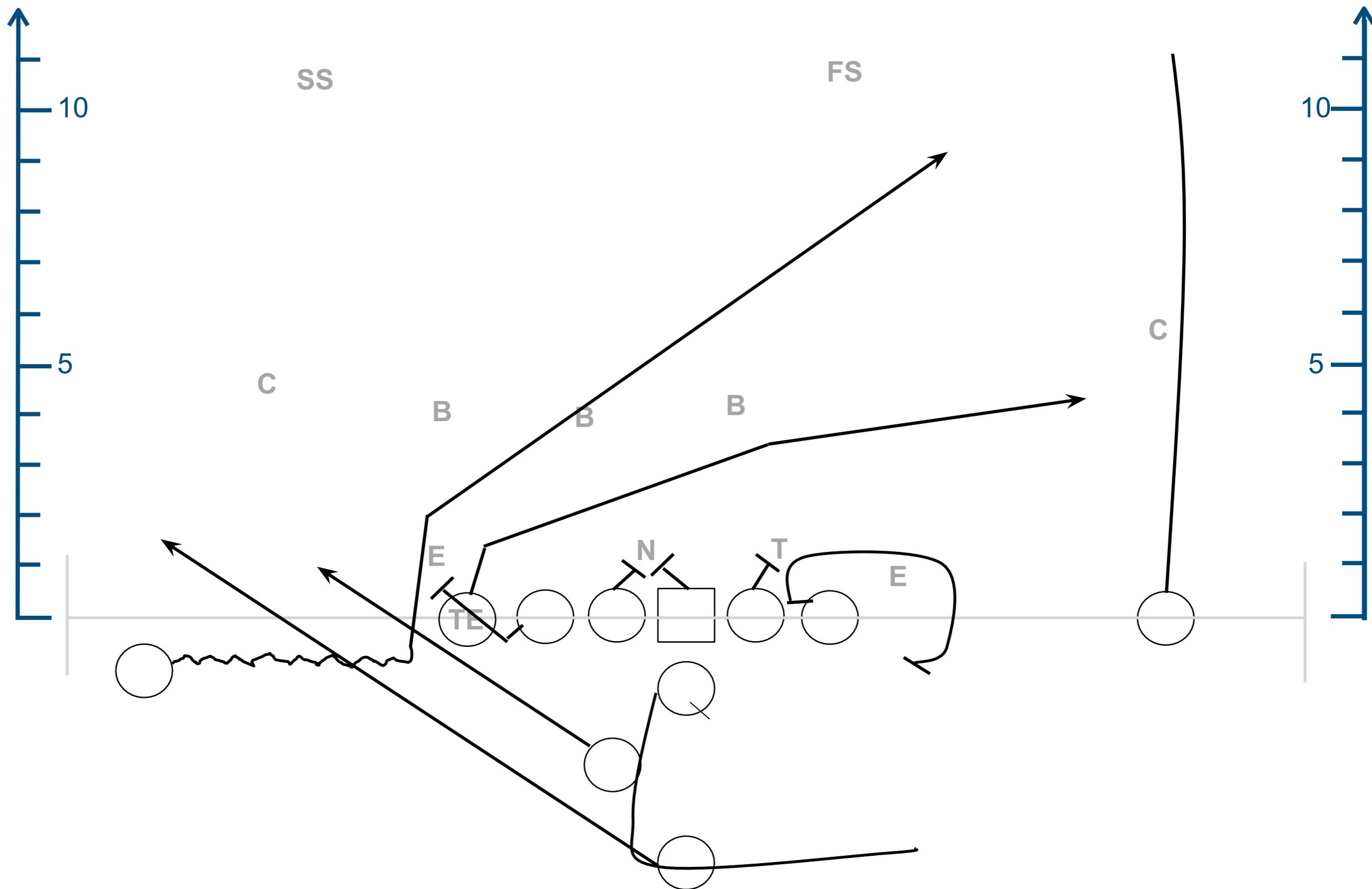


# REX stack take Rob 38 fake - красный пас (Naked)

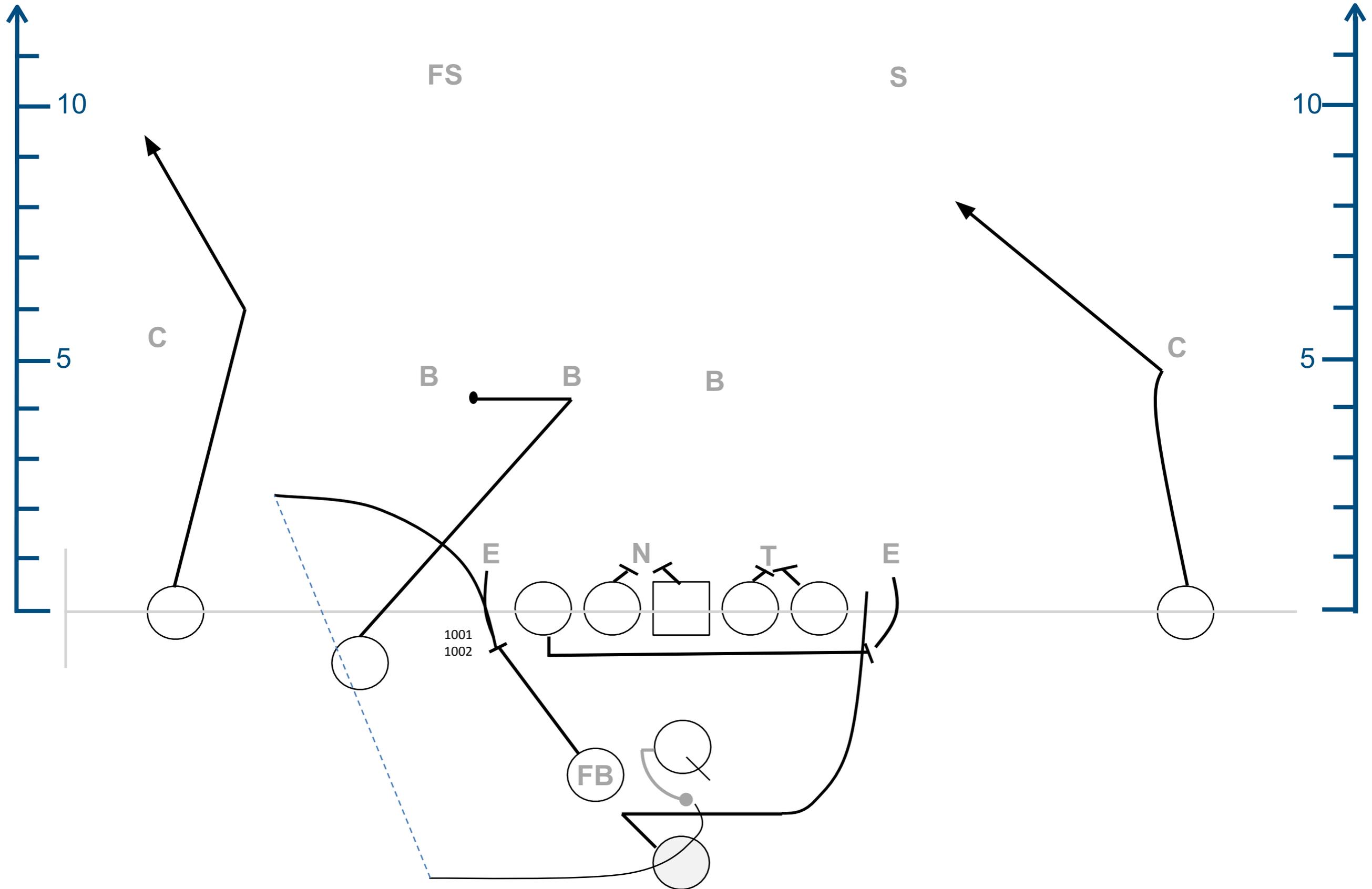




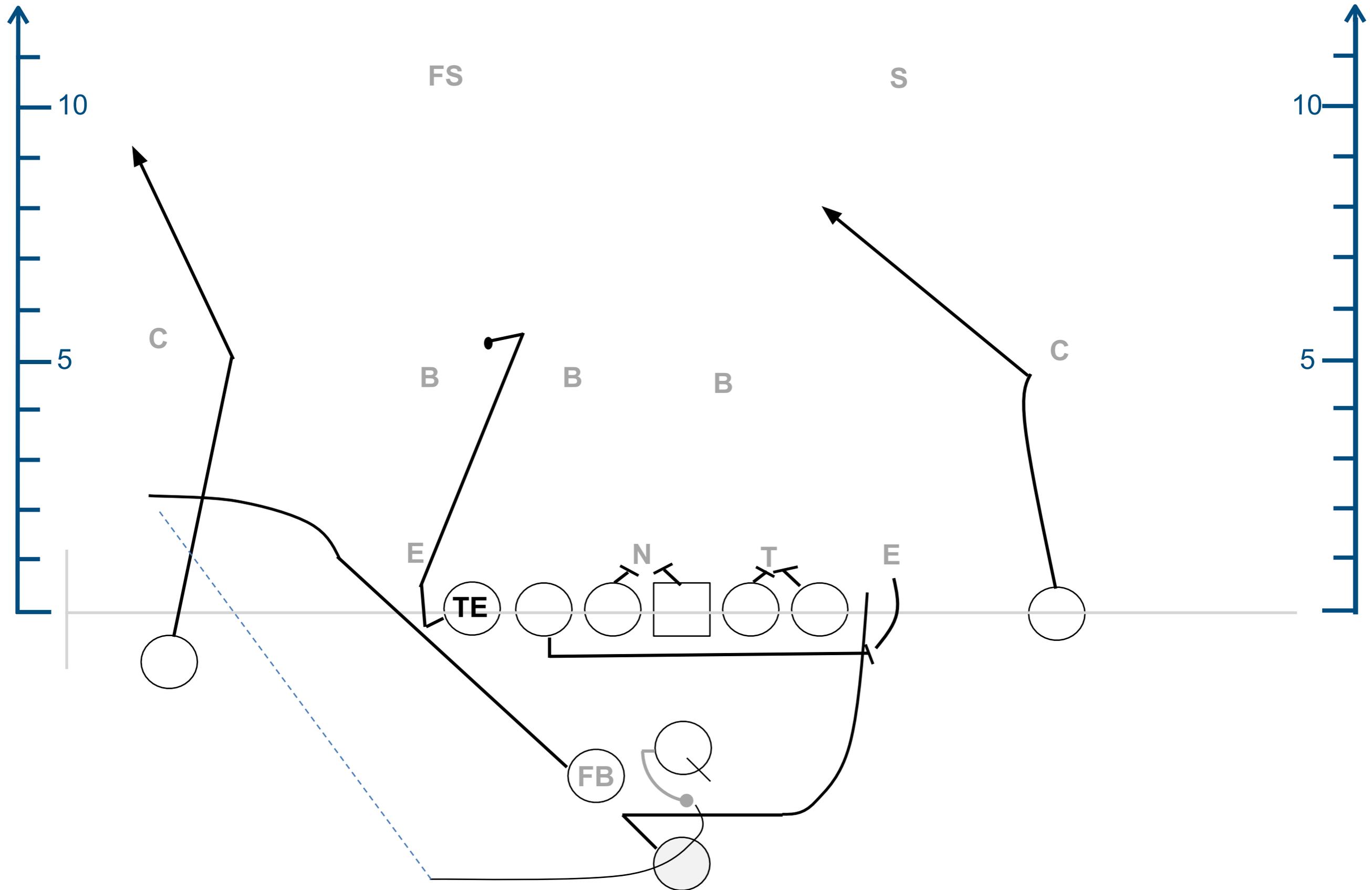
# ACE LT Iob 39 fake - красный пас (Naked)



# LEE LOB C38 fake - FB pass



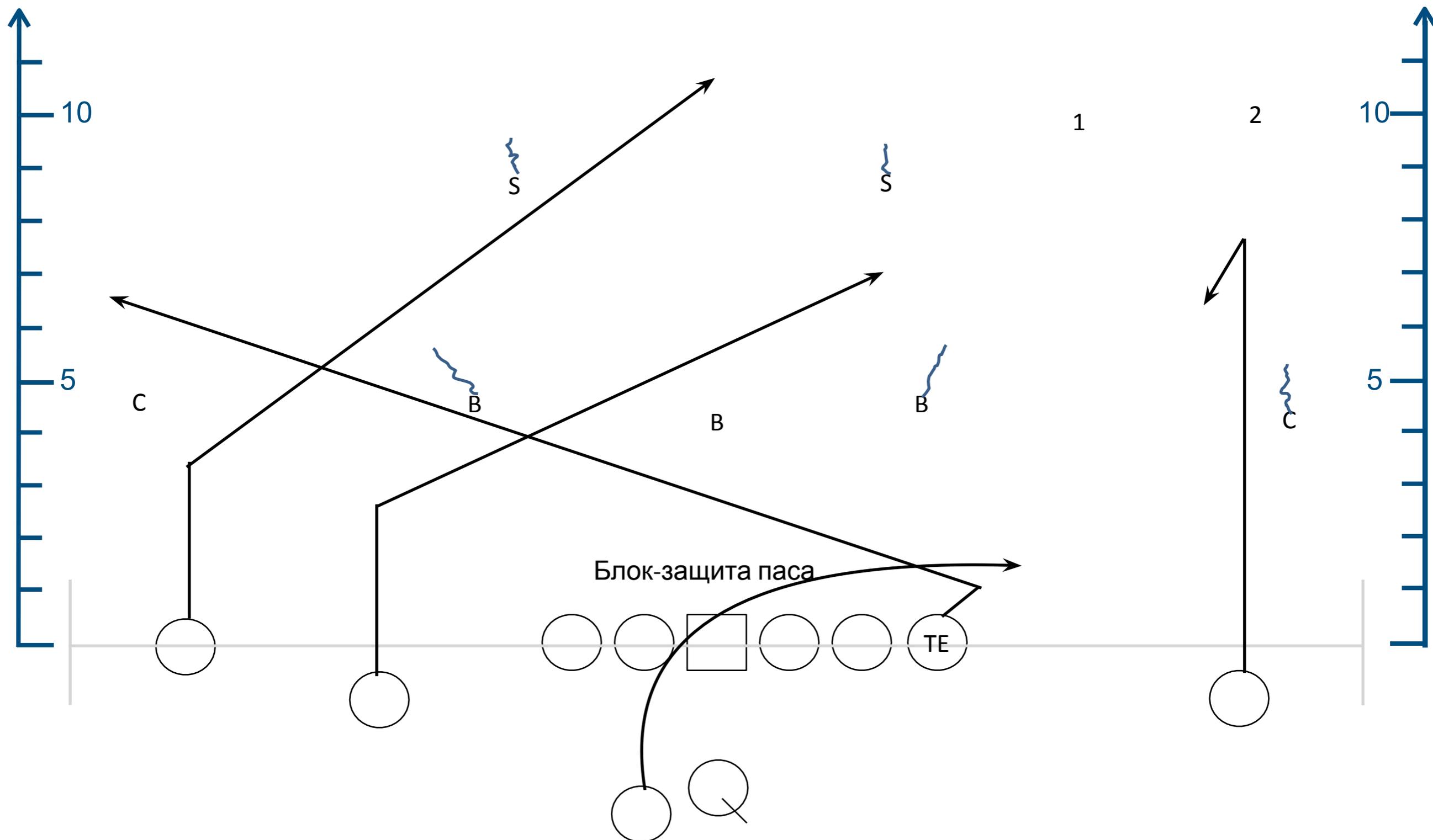
# ACE LT LOB C38 fake - FB pass



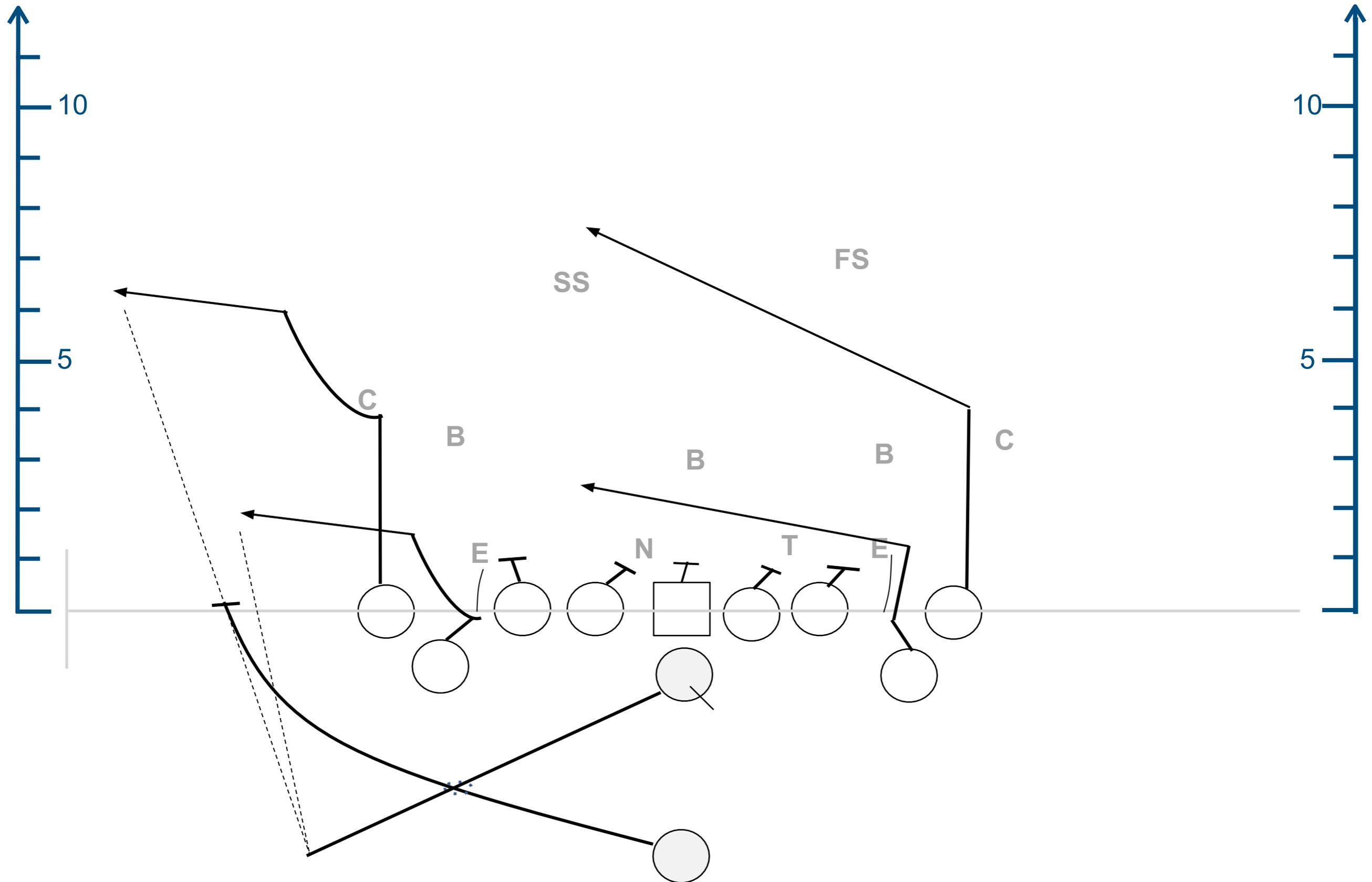




# LEE Ace RT 21 fake-TE cross

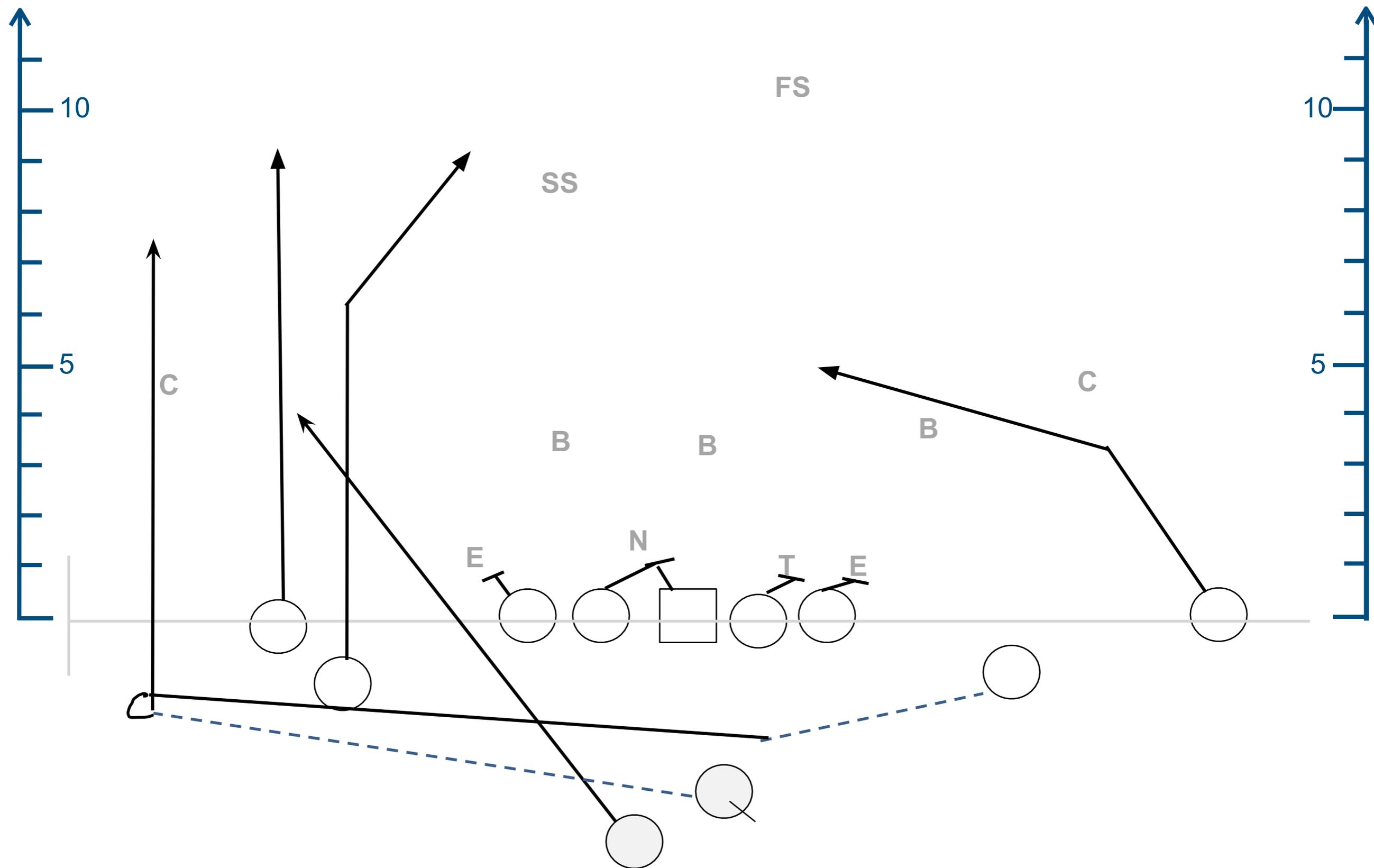


# Double Stack (takle) 29 fake DBLout





# LEE stack REX open -- Jet 9 на кей (shot gun)





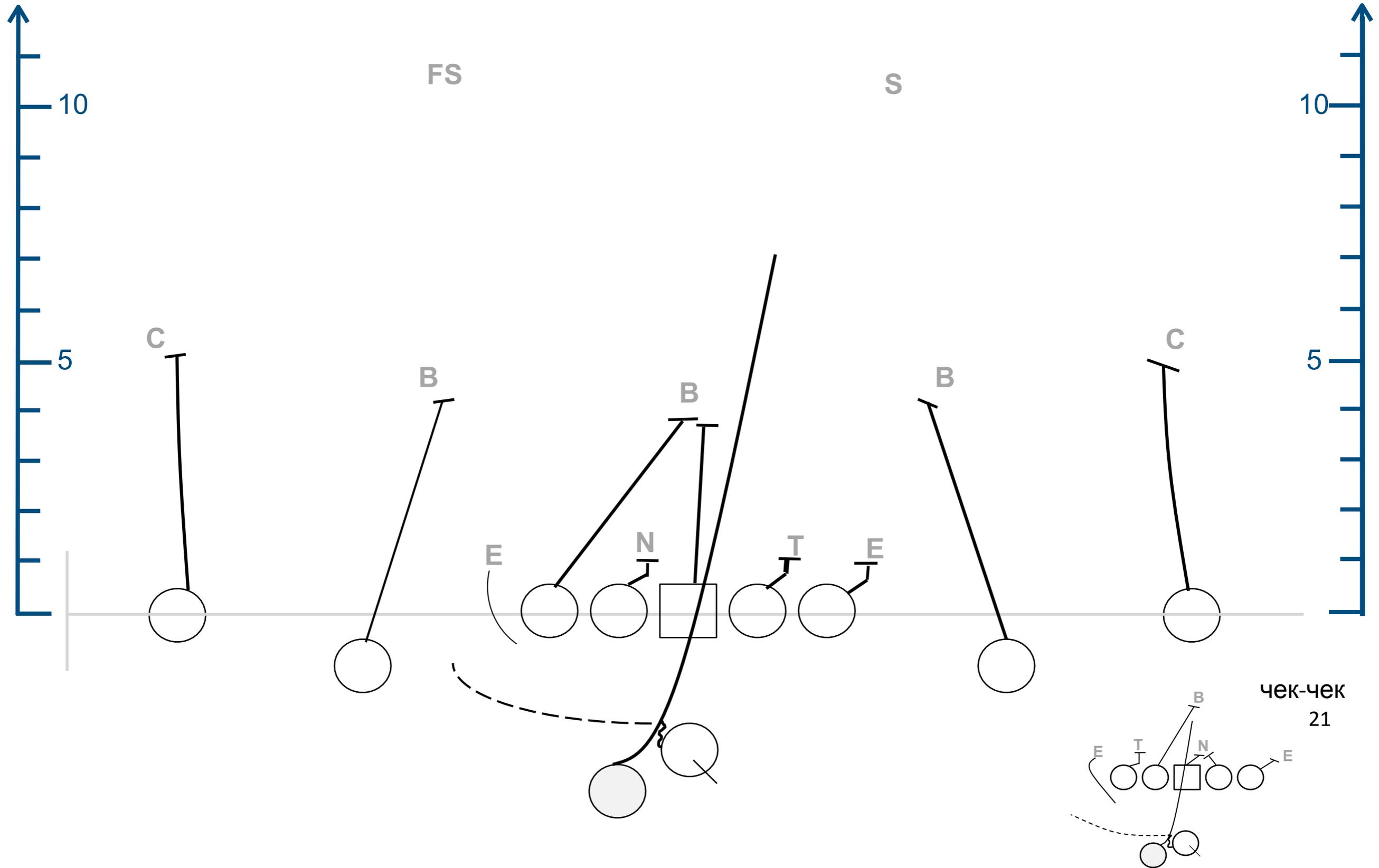


OFFENSE

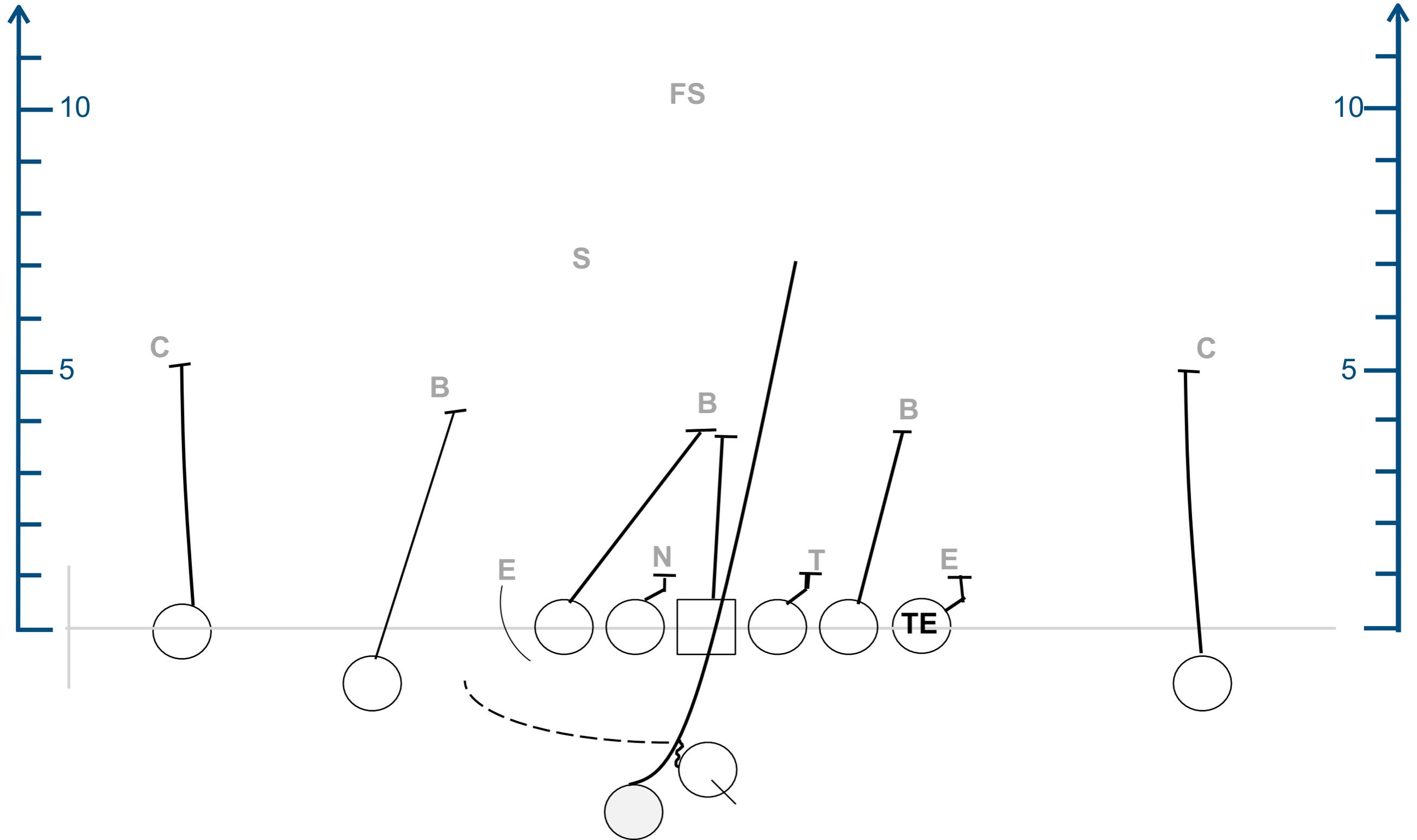
RU

N

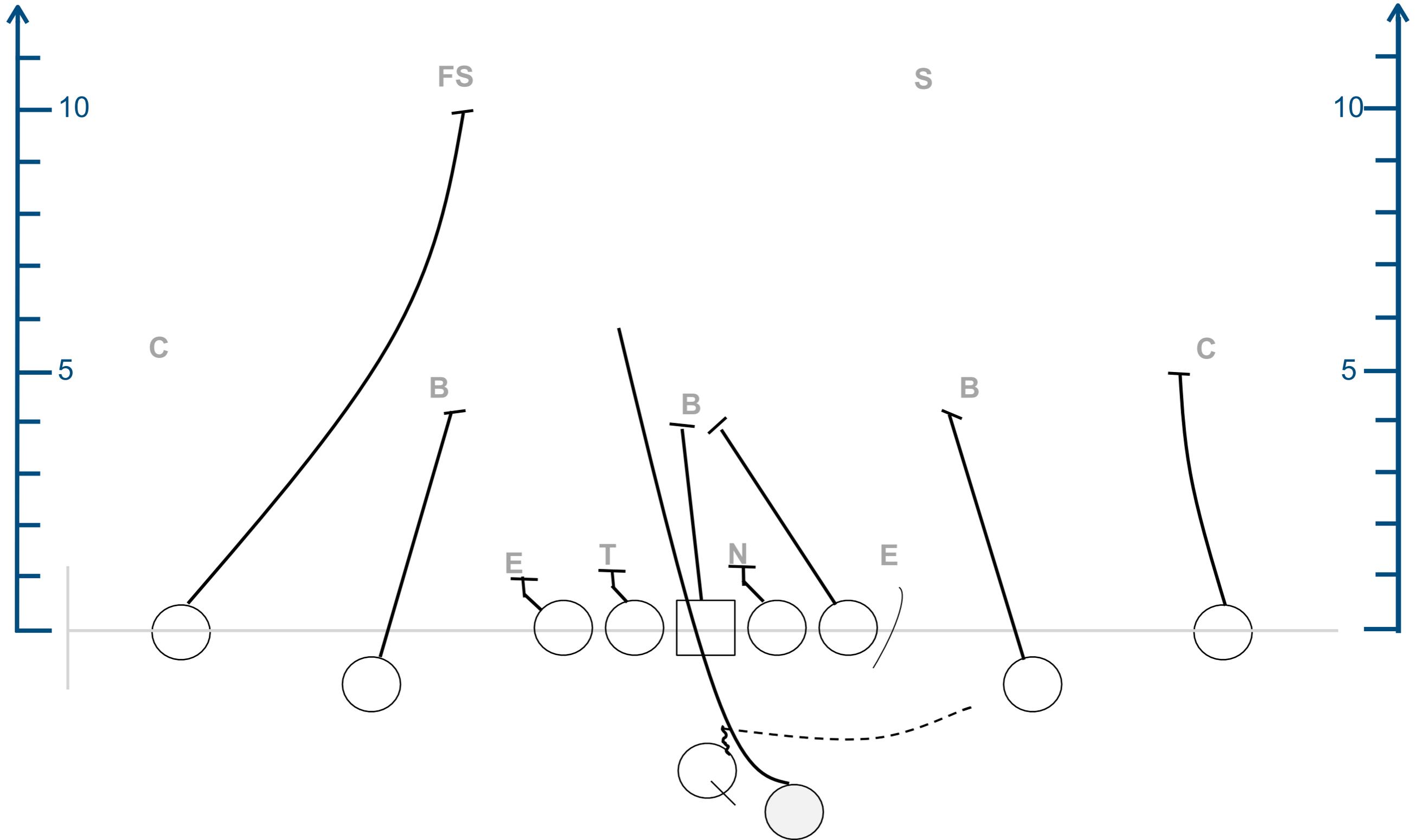
# DOUBLE 20 (read option)



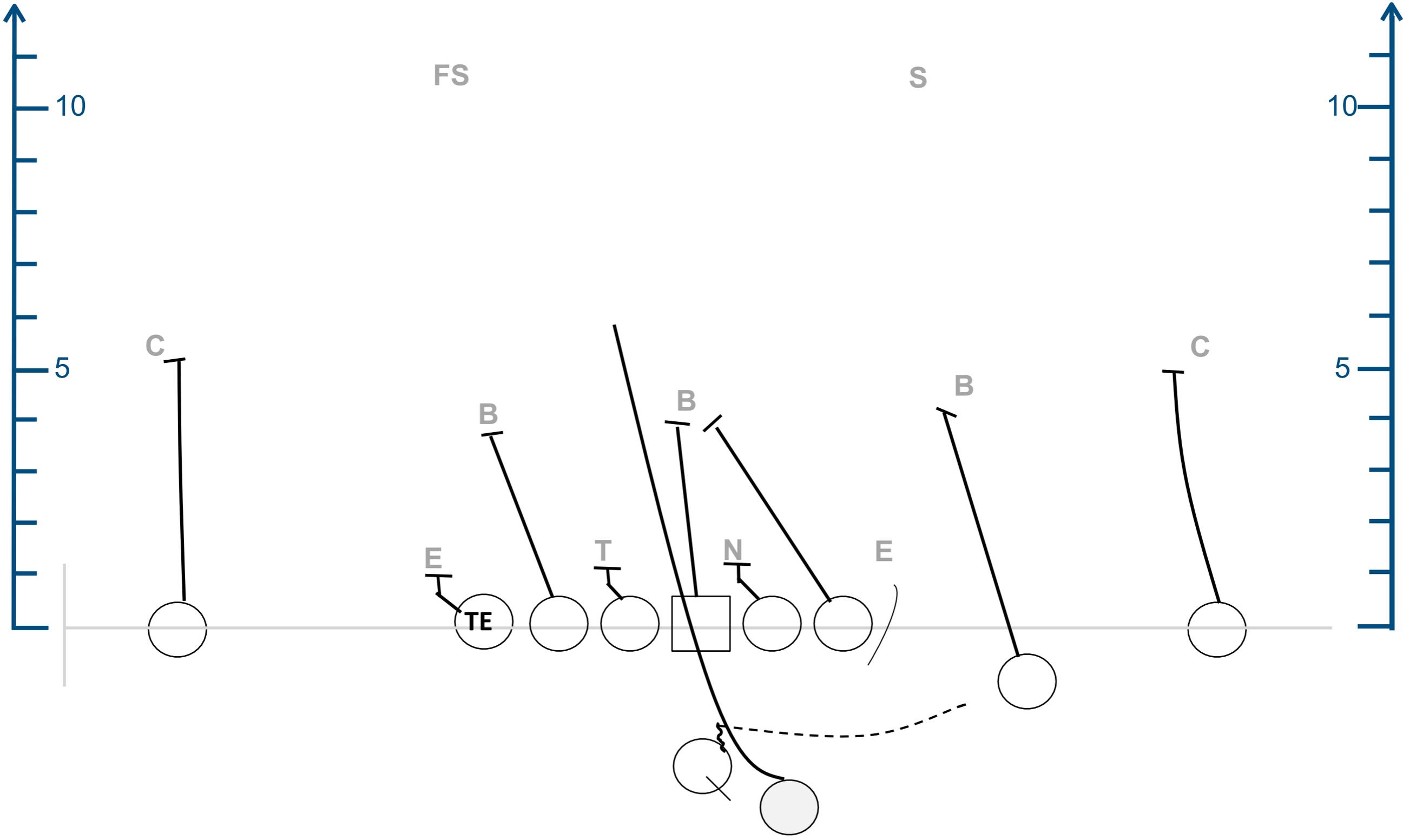
# LEE ACE RT 20 (read option)



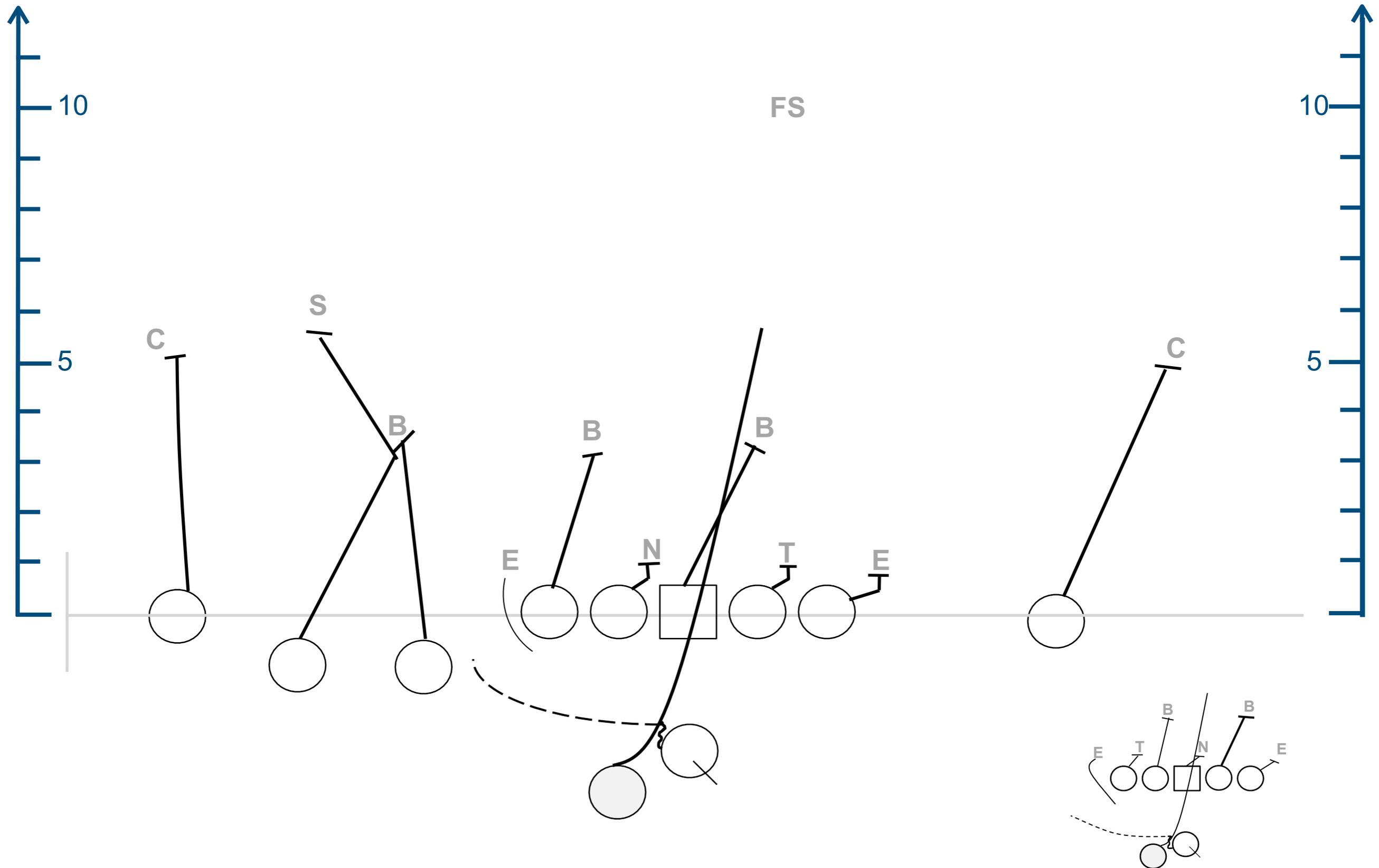
# DOUBLE 21 (read option)



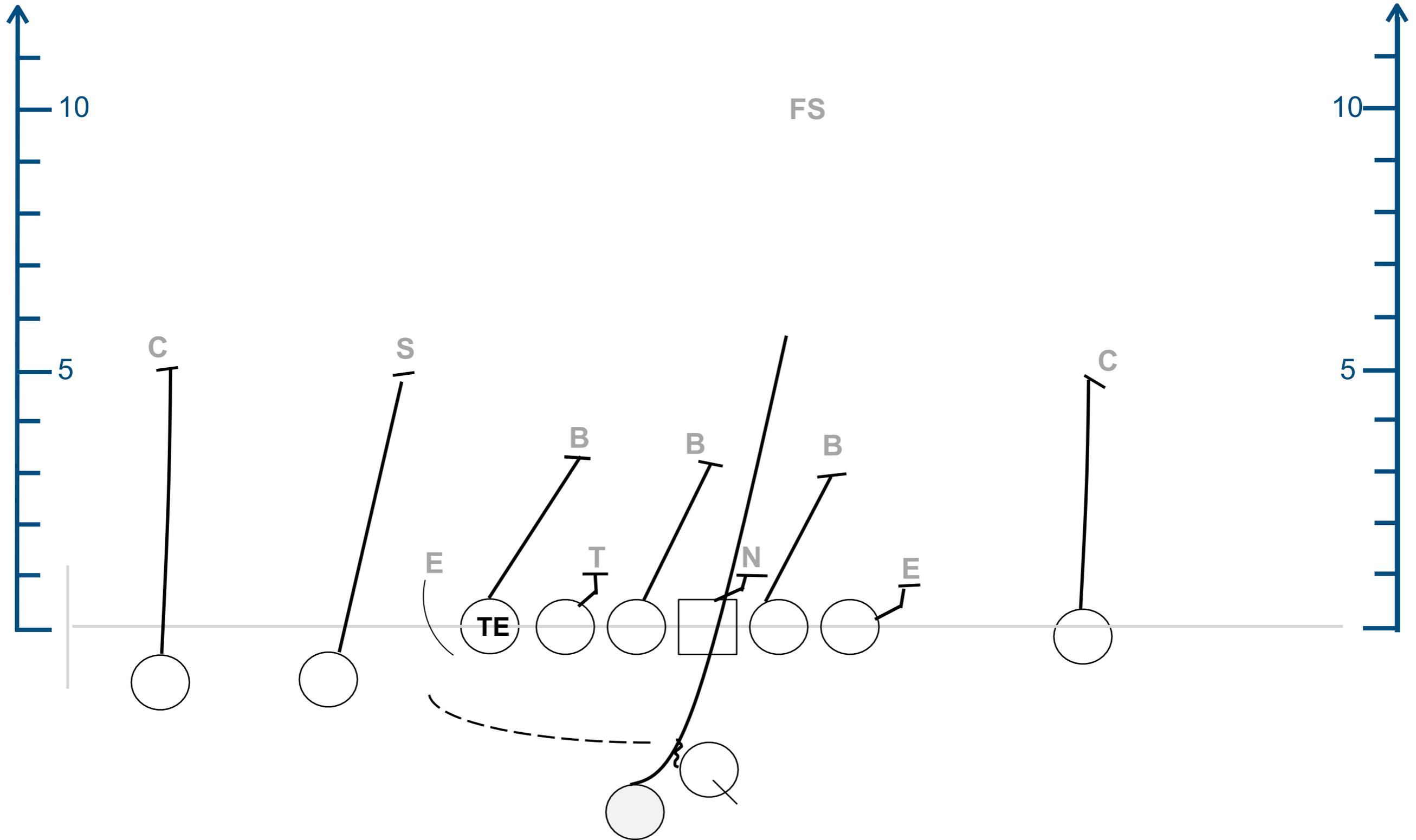
# REX ACE LT 21 (read option)



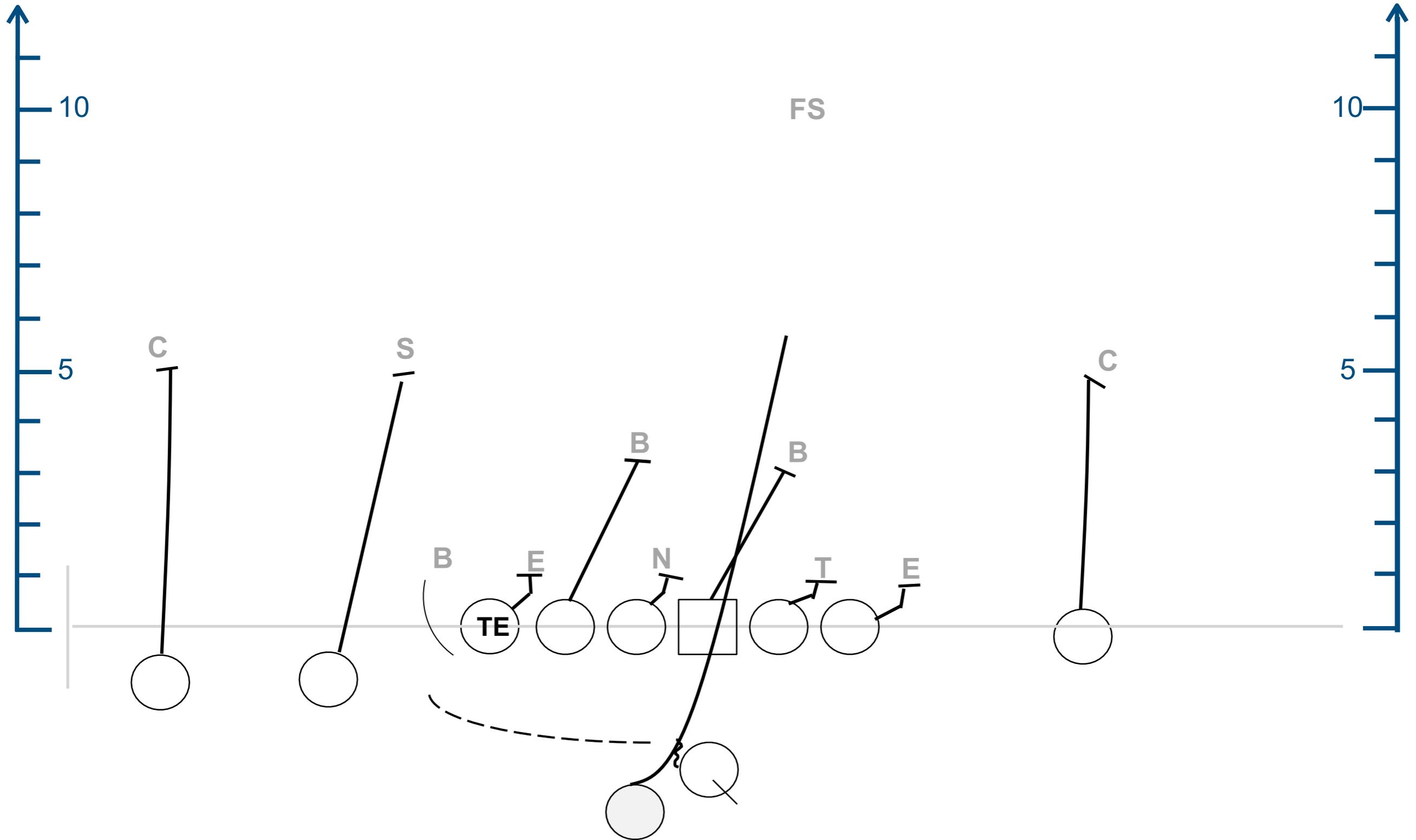
# TRIPS LT 20 (read option)



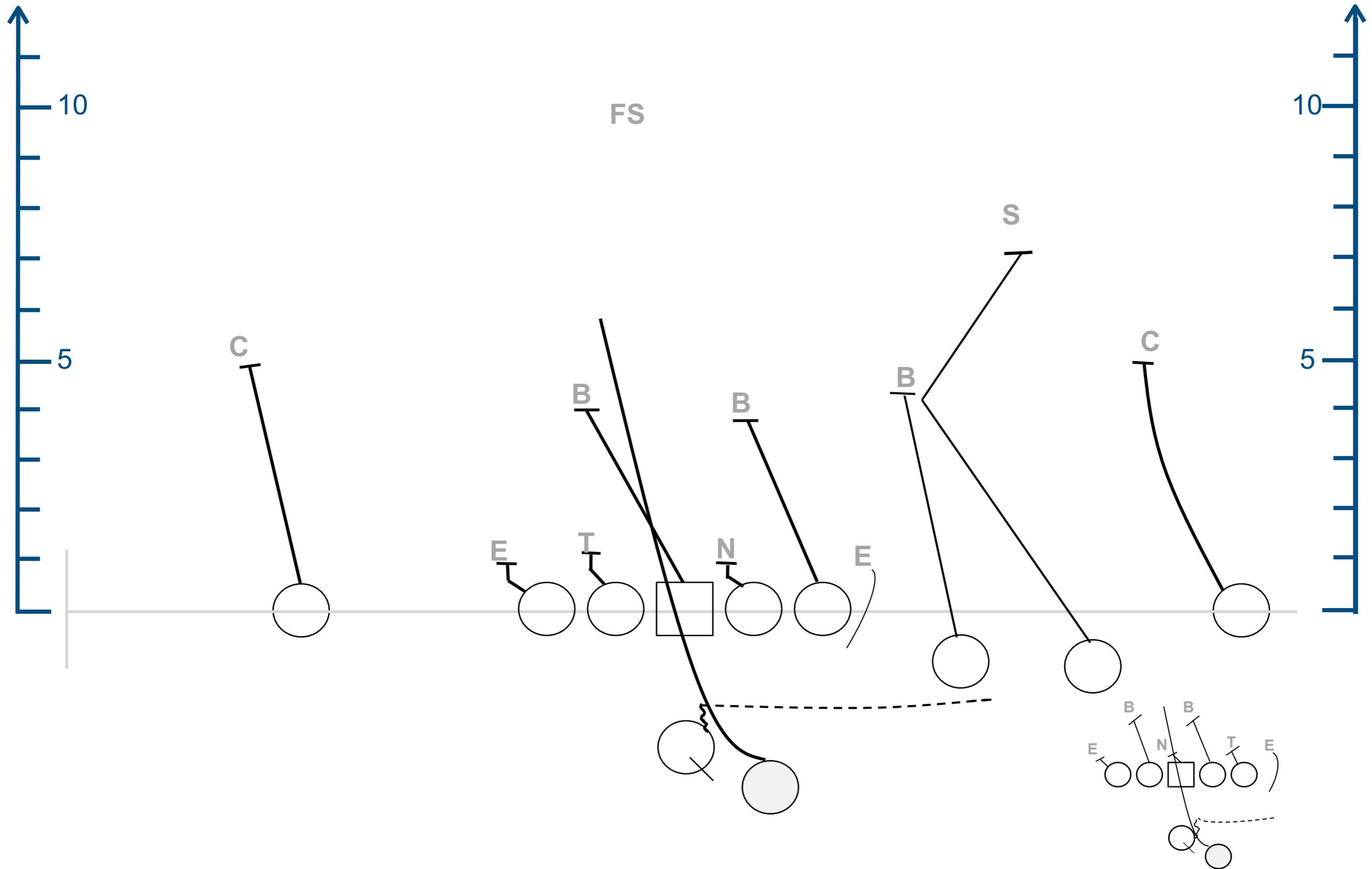
# TREY LT 20 (read option)



# TREY LT 20 (read option)



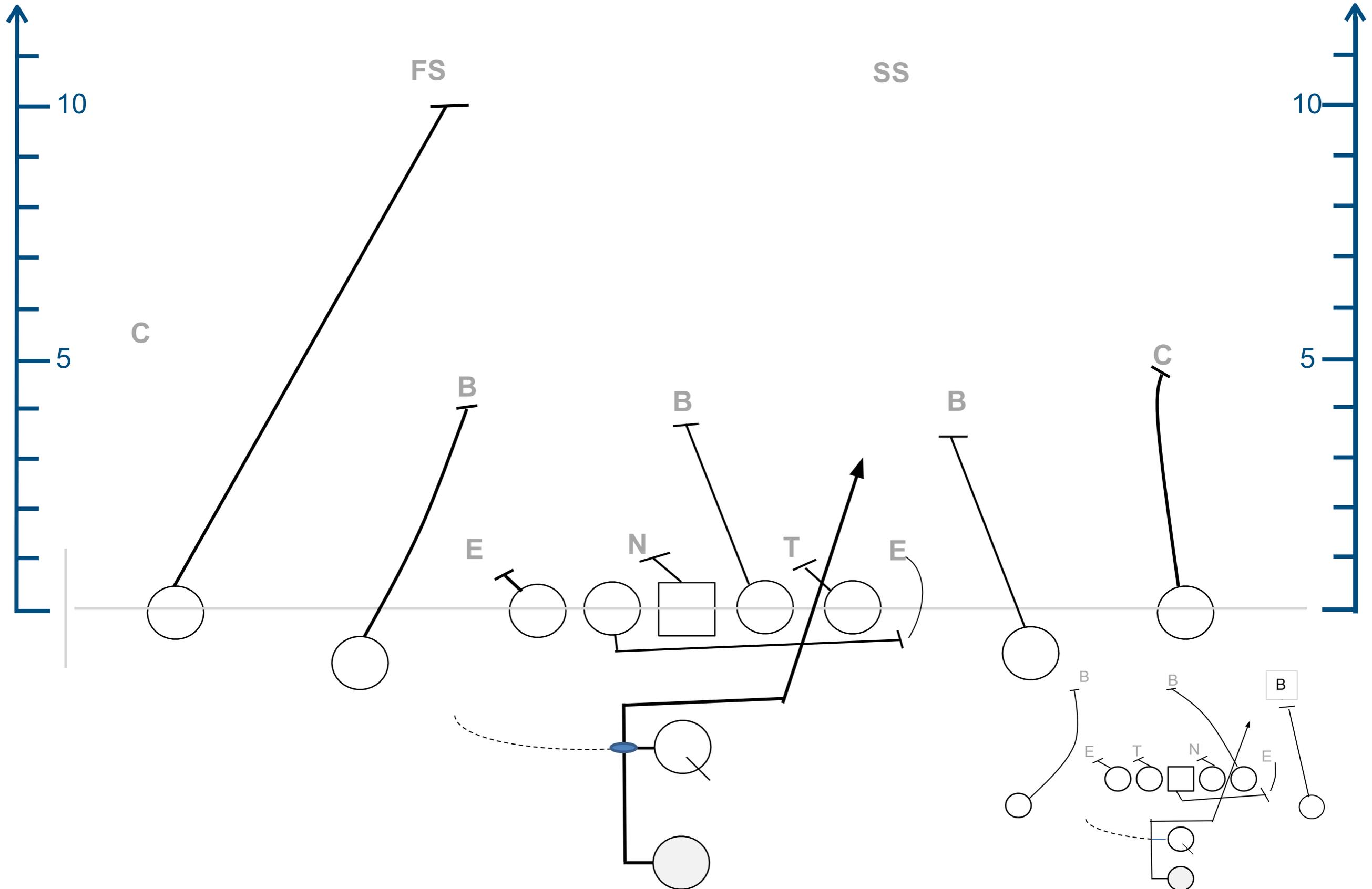
# TRIPS RT 21 (read option)



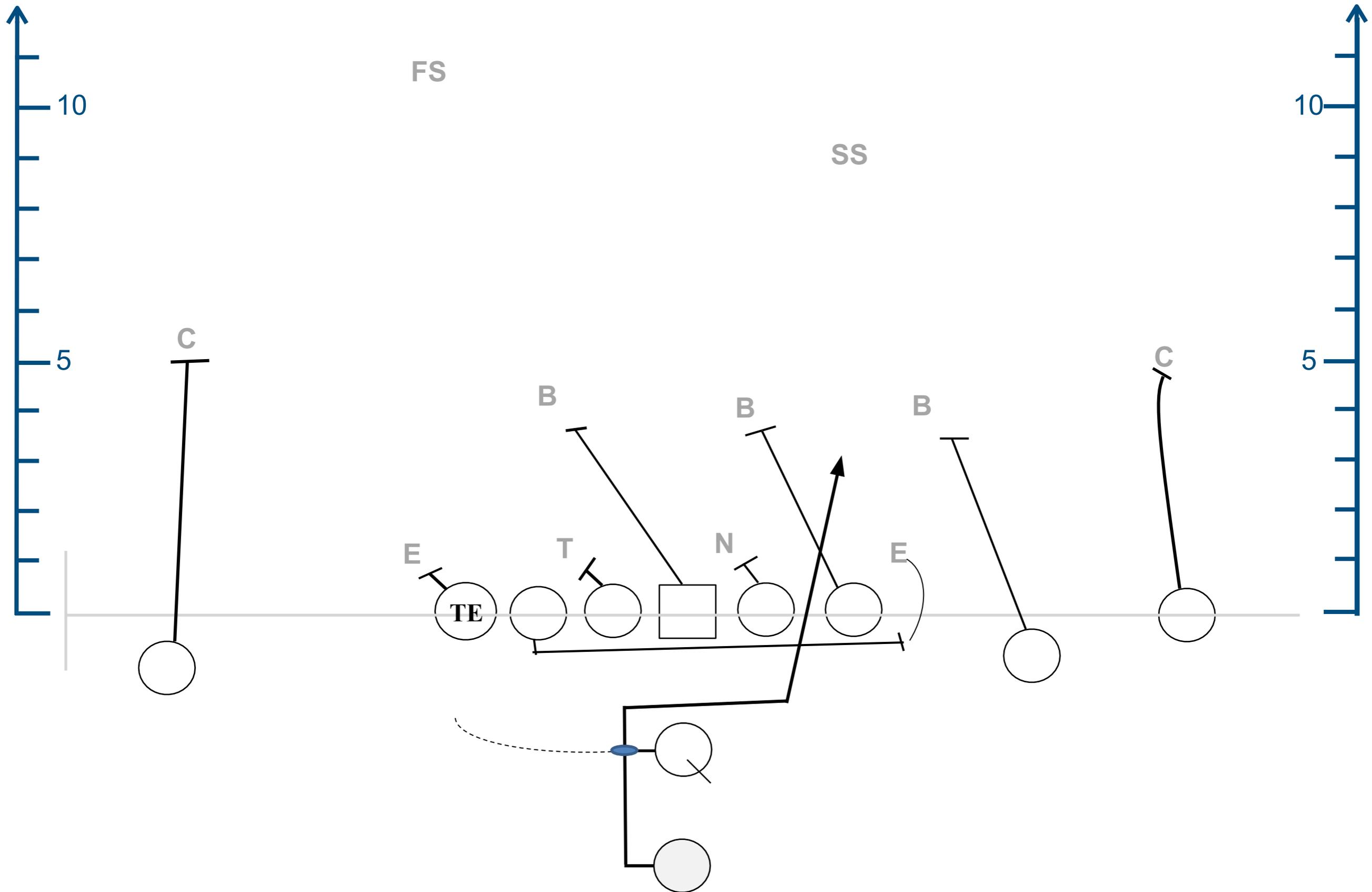




# Double I C24

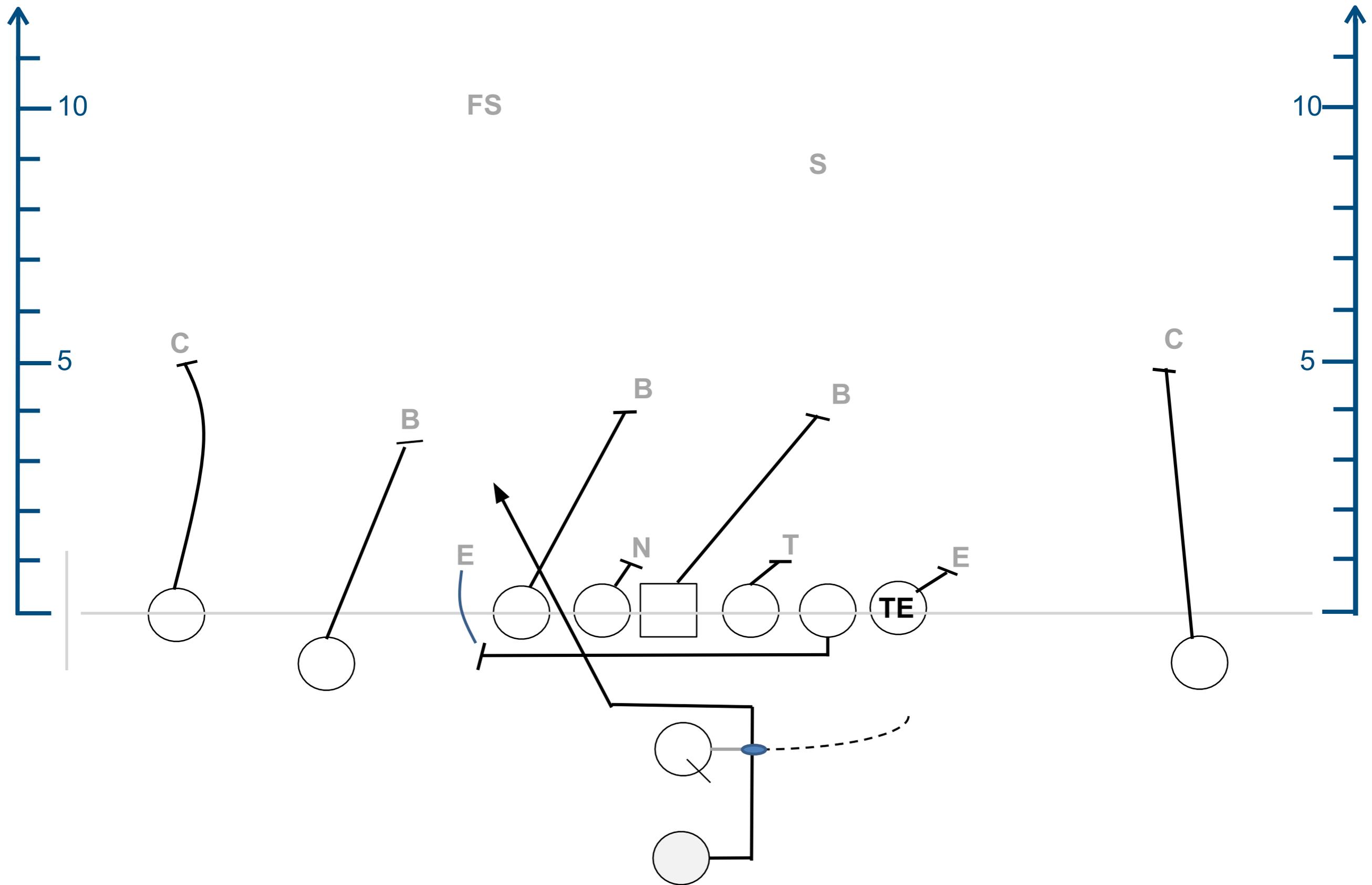


# ACE LT REX I C24



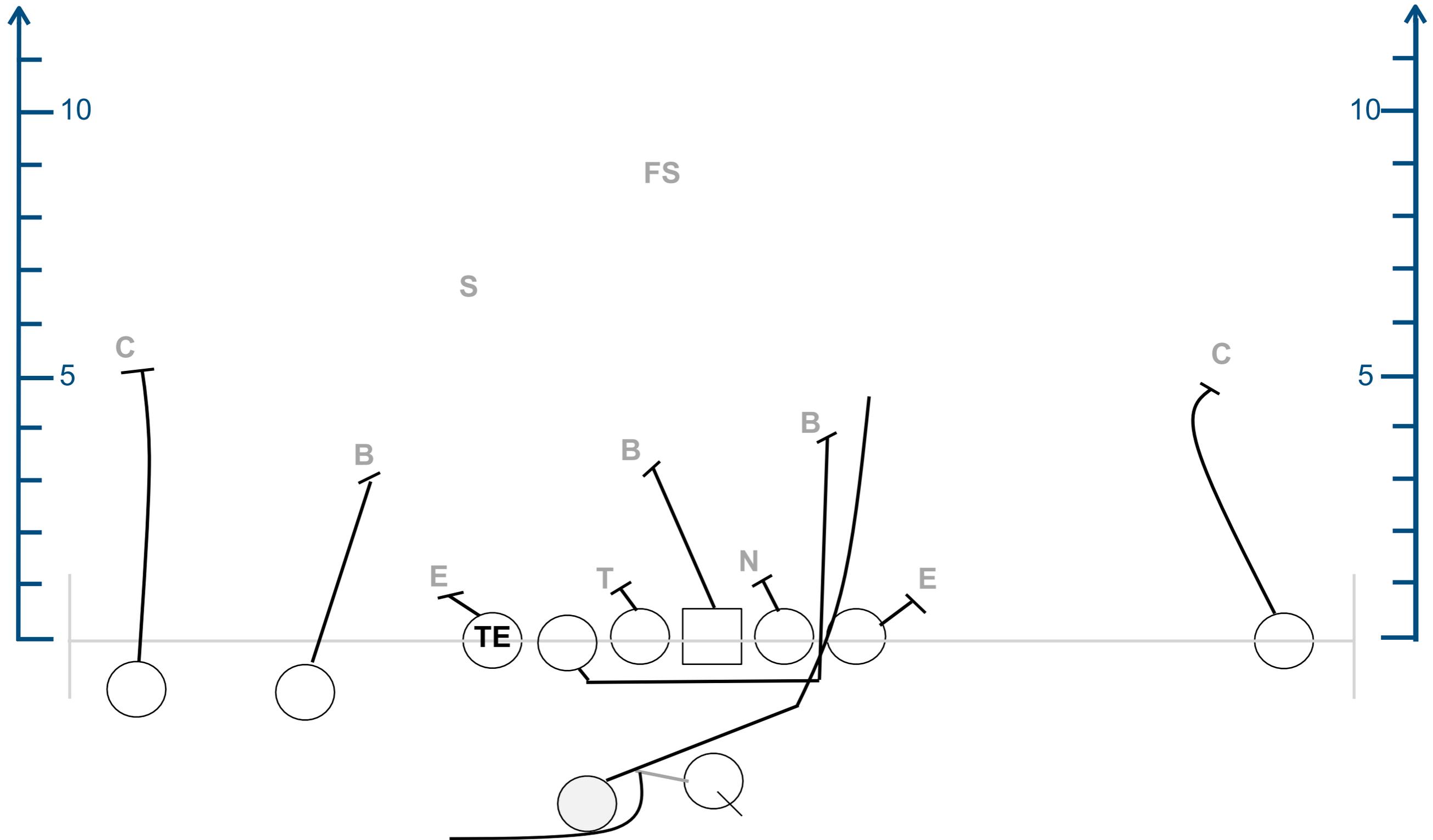


# ACE RT LEE I C25

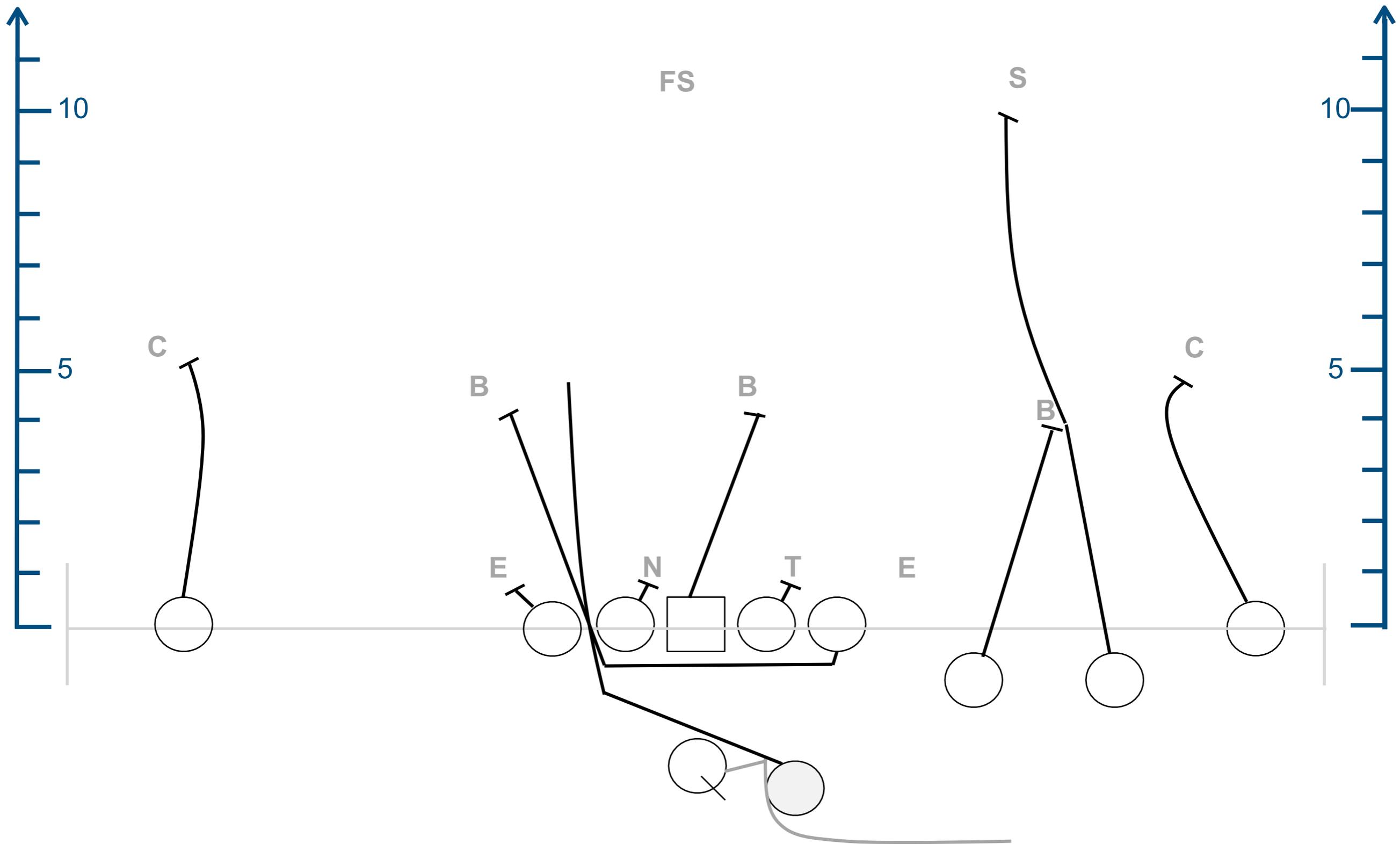




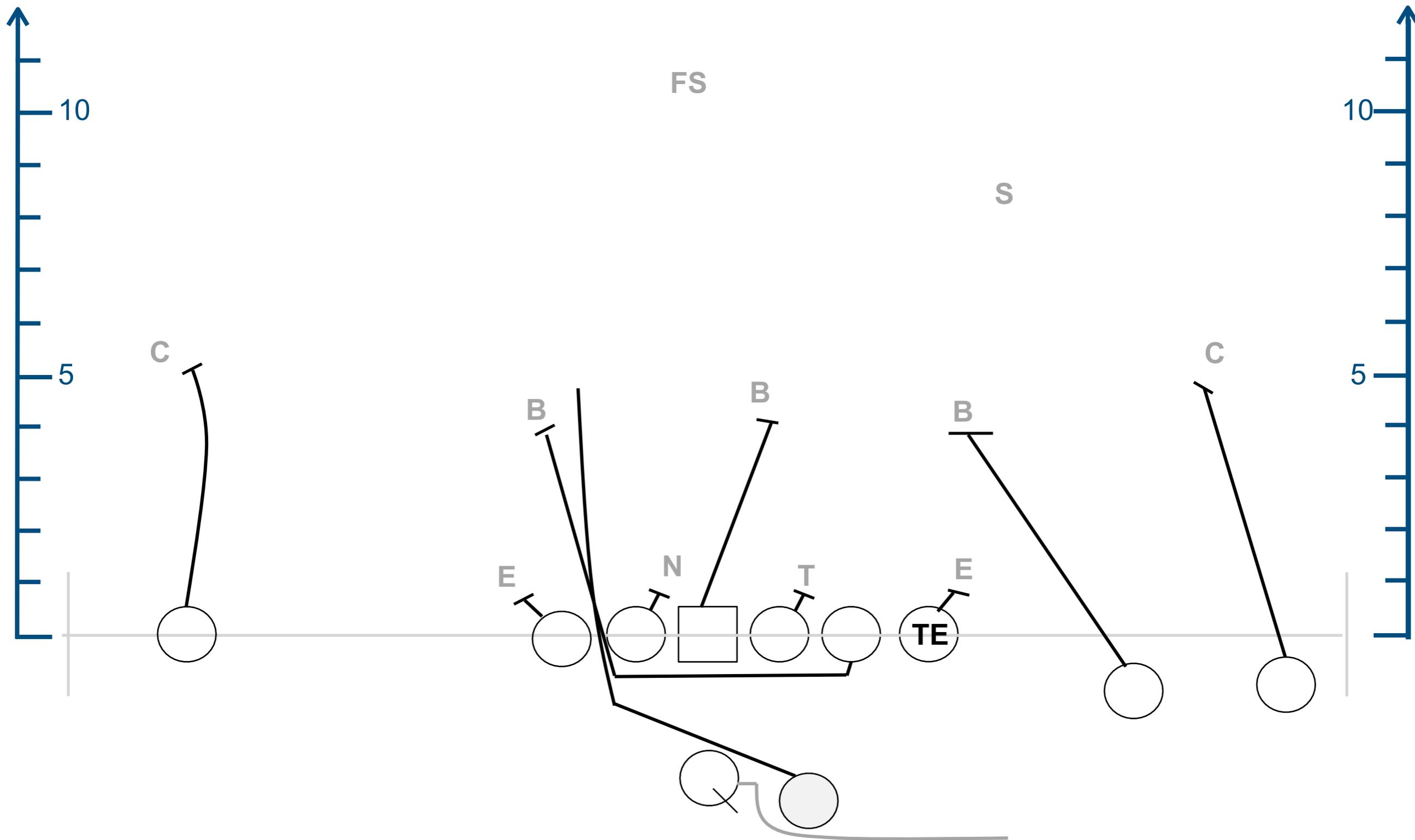
# TREY LT L 24



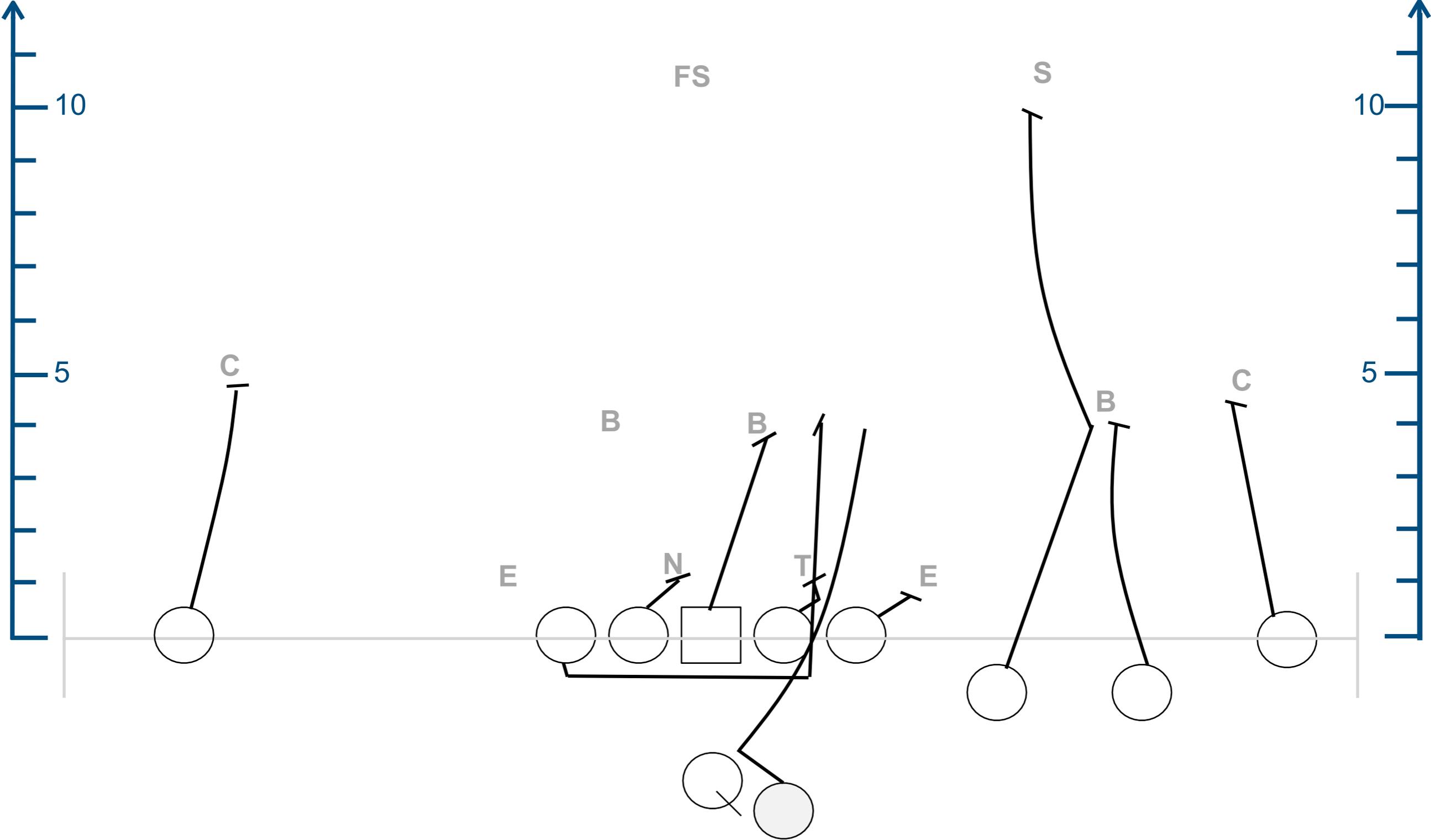
# TRIPS RT L 25



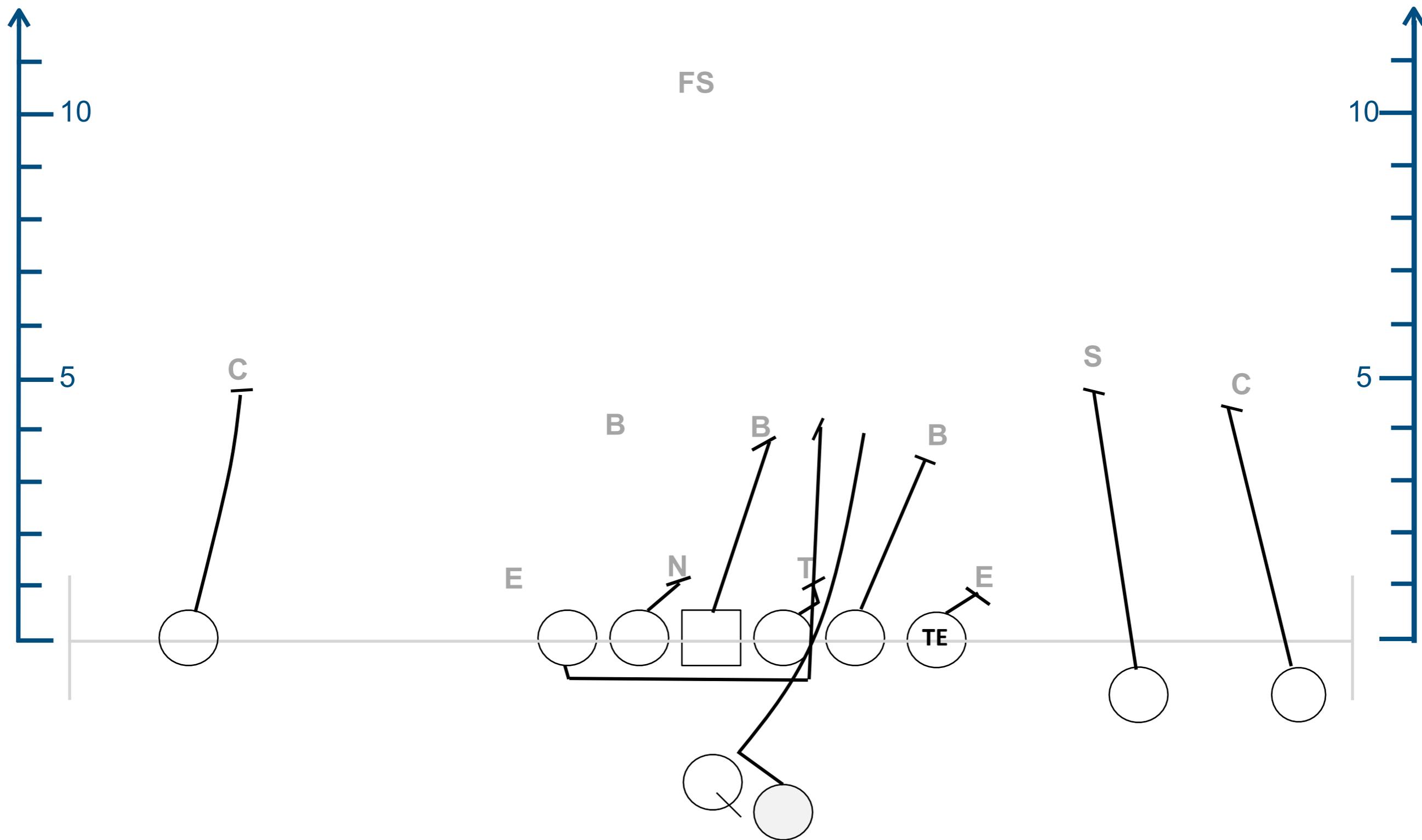
# TREY RT L 25



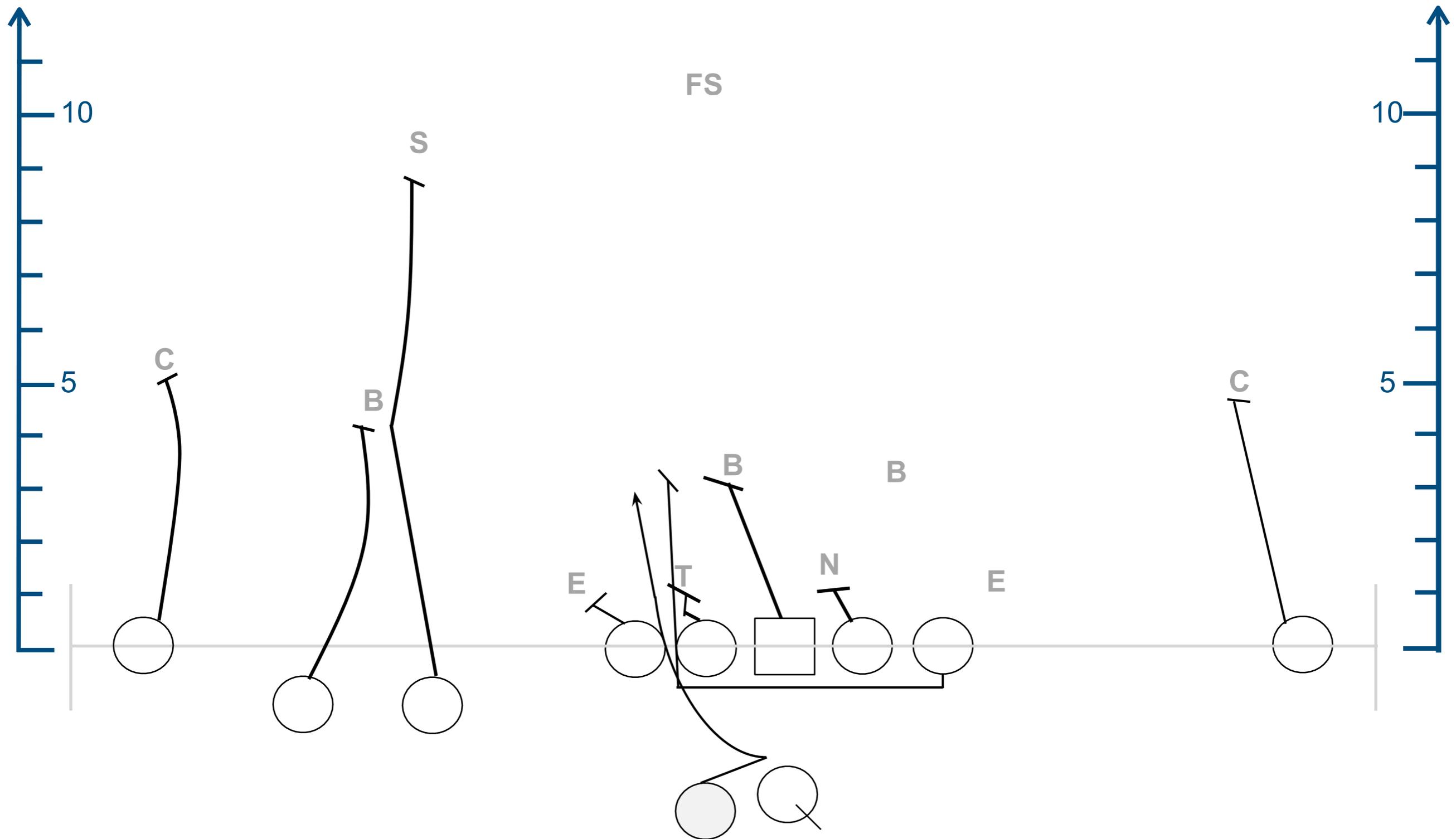
# TRIPS RT L 24 СИЛЬНЫЙ



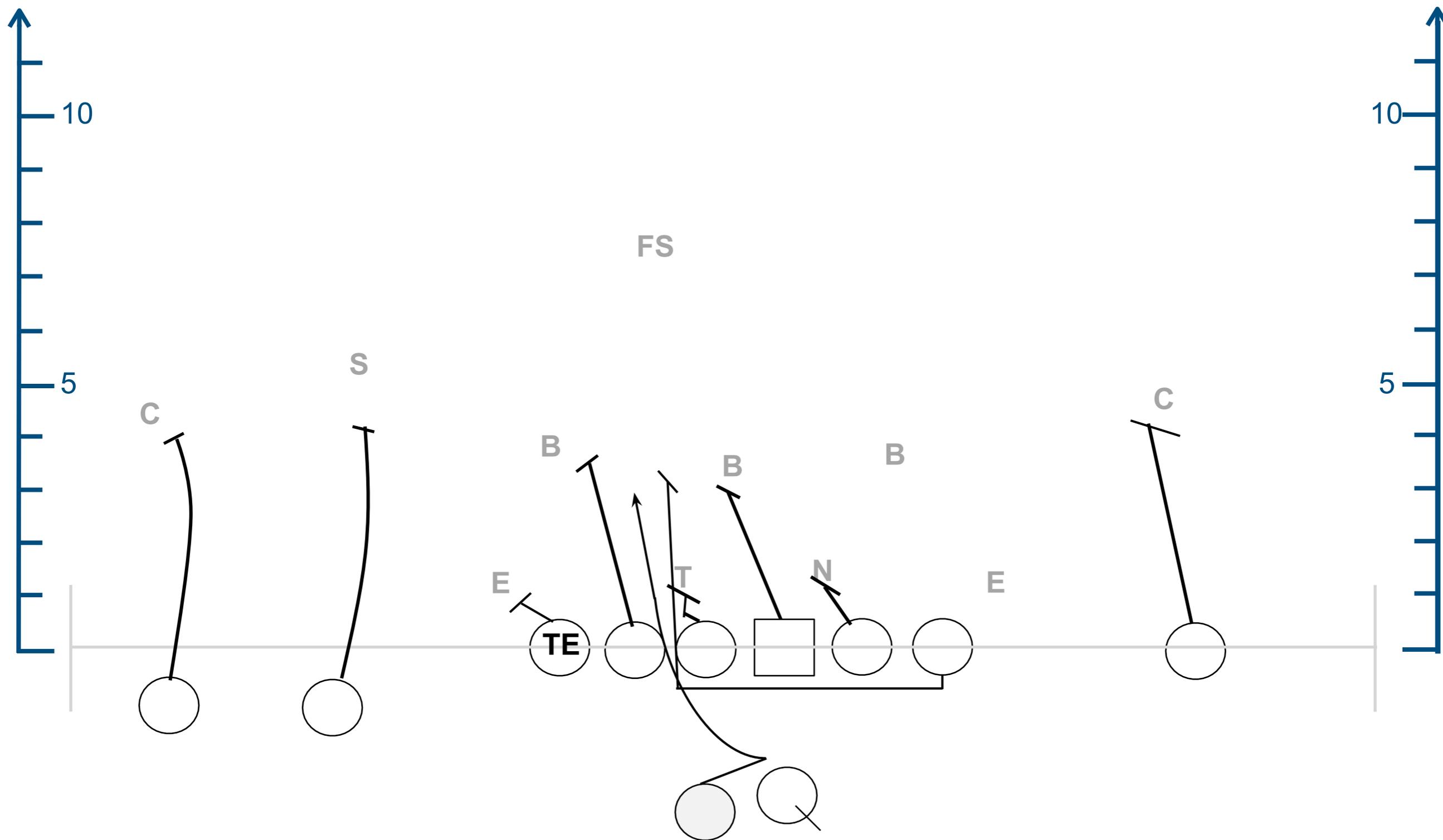
# TREY RT L 24 СИЛЬНЫЙ



# TRIPS LT L 25 СИЛЬНЫЙ

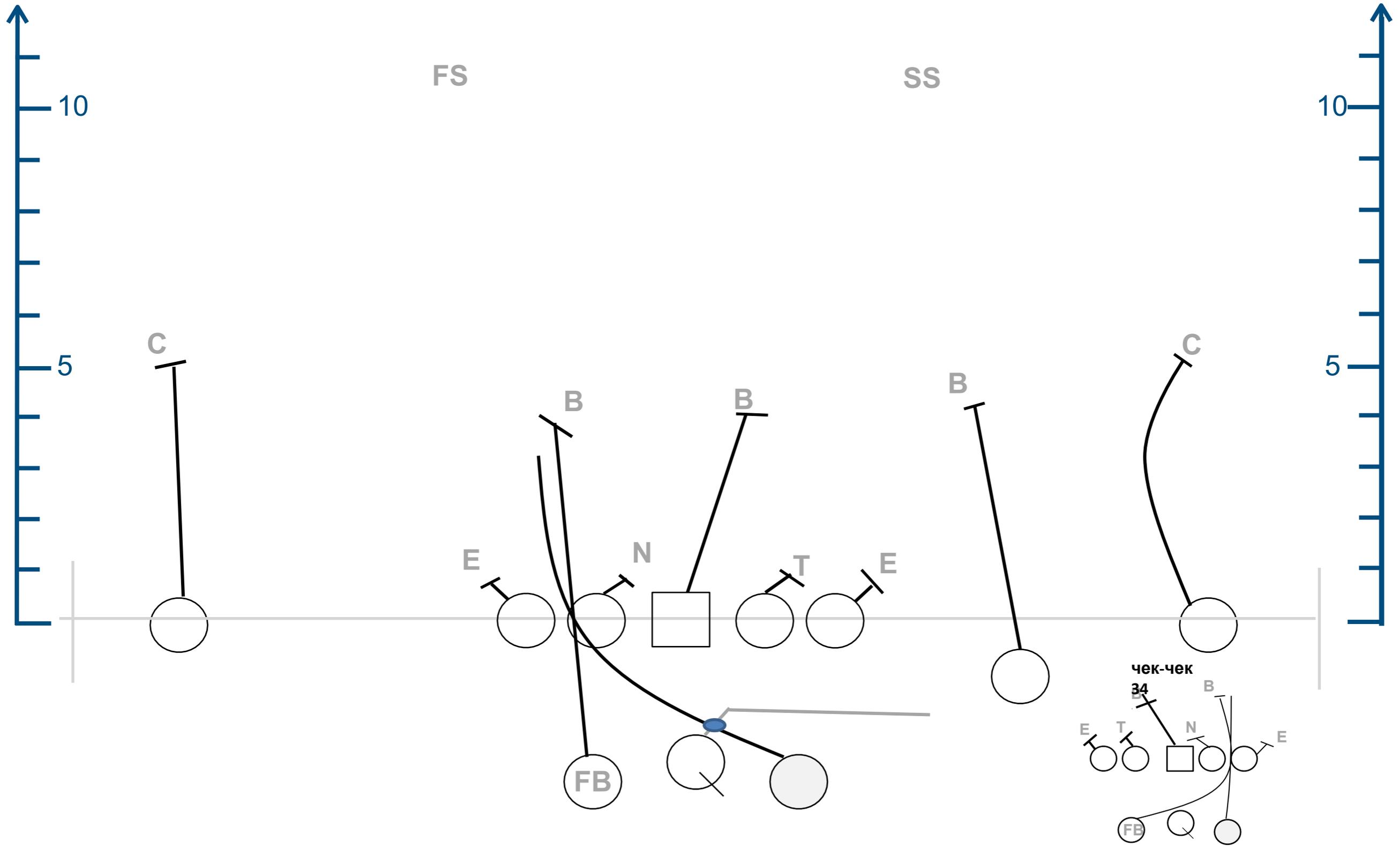


# TREY LT L 25 СИЛЬНЫЙ

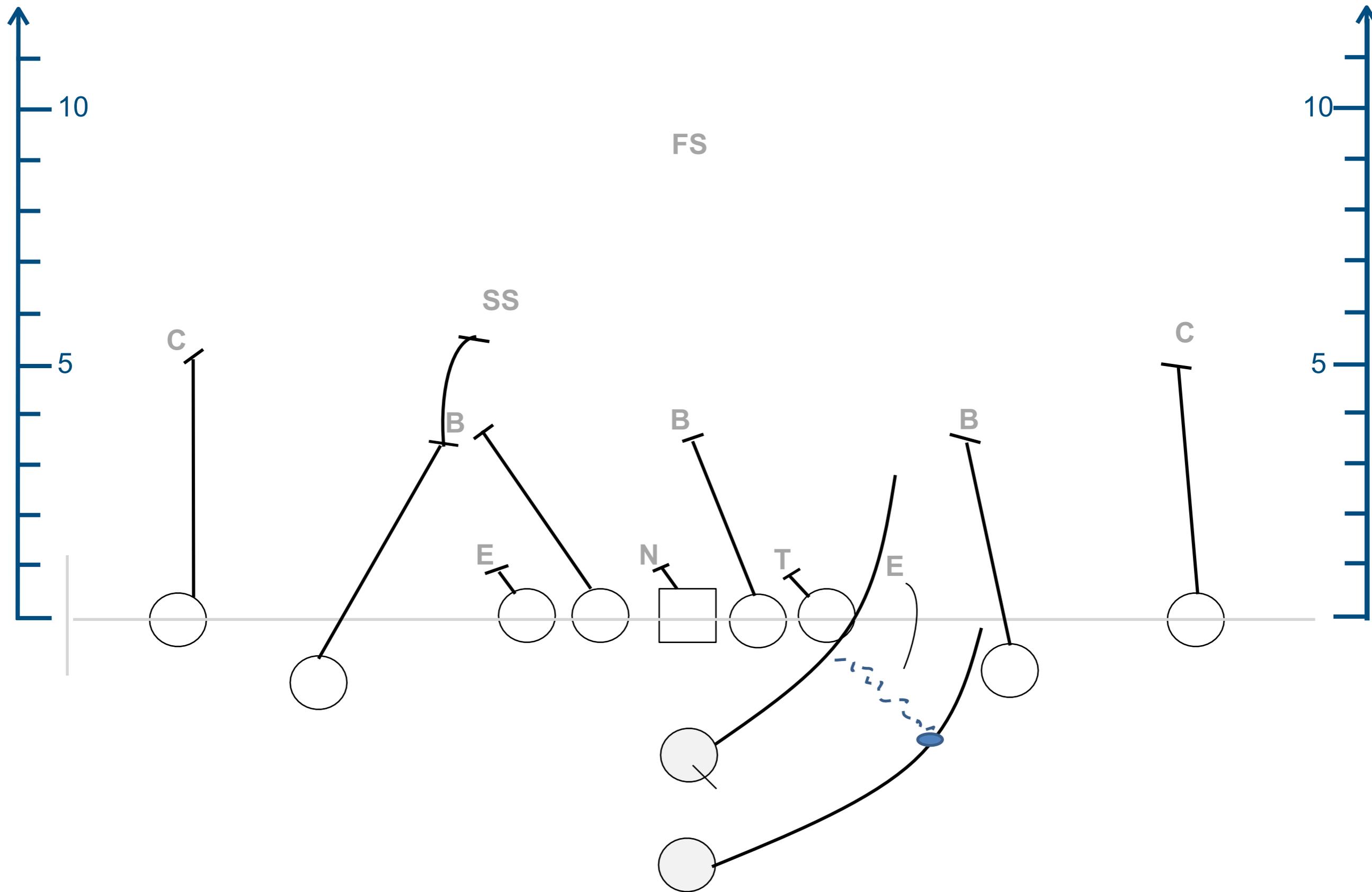


# REX SPLIT L 35

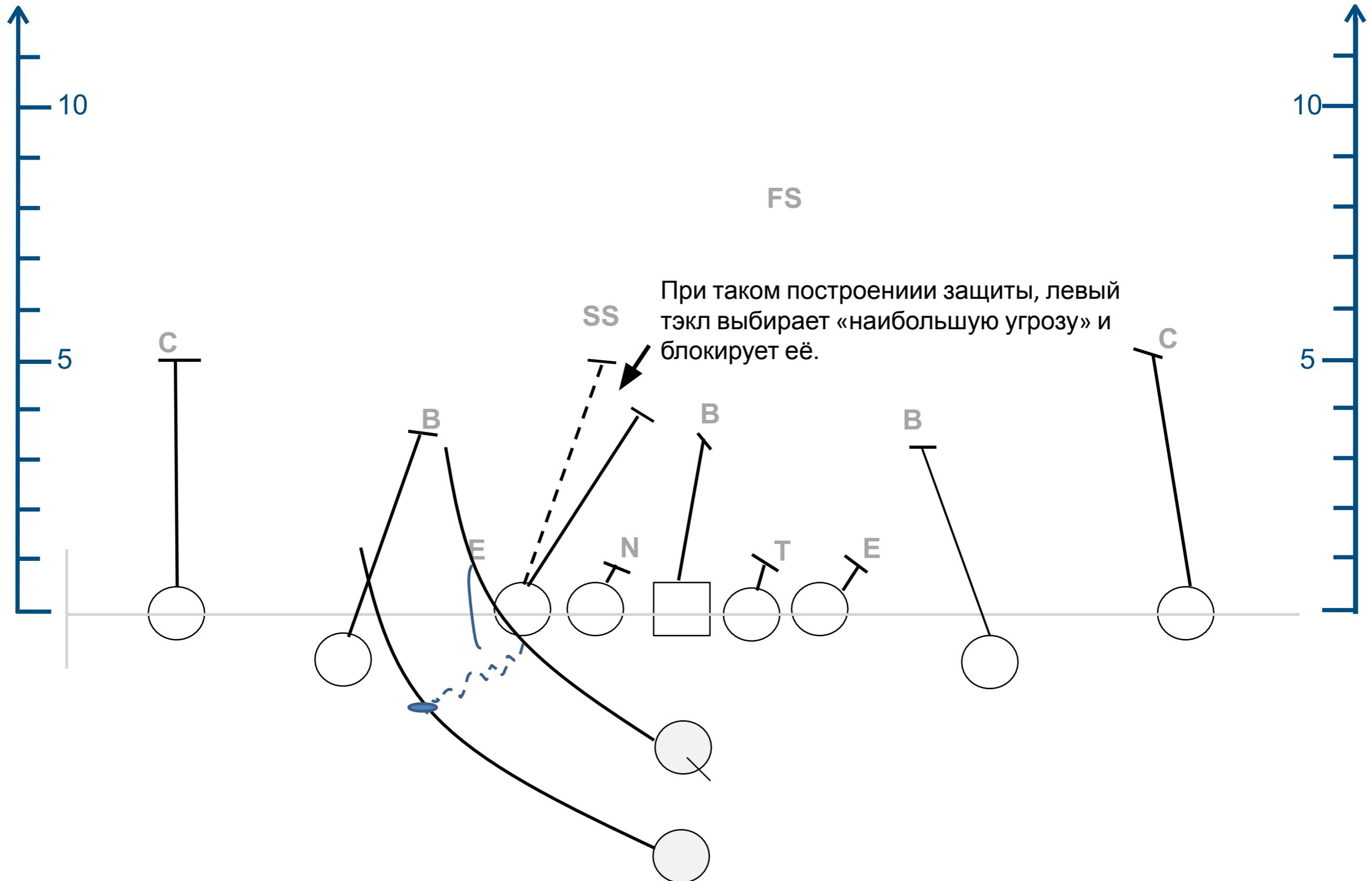
LEE SPLIT L 34



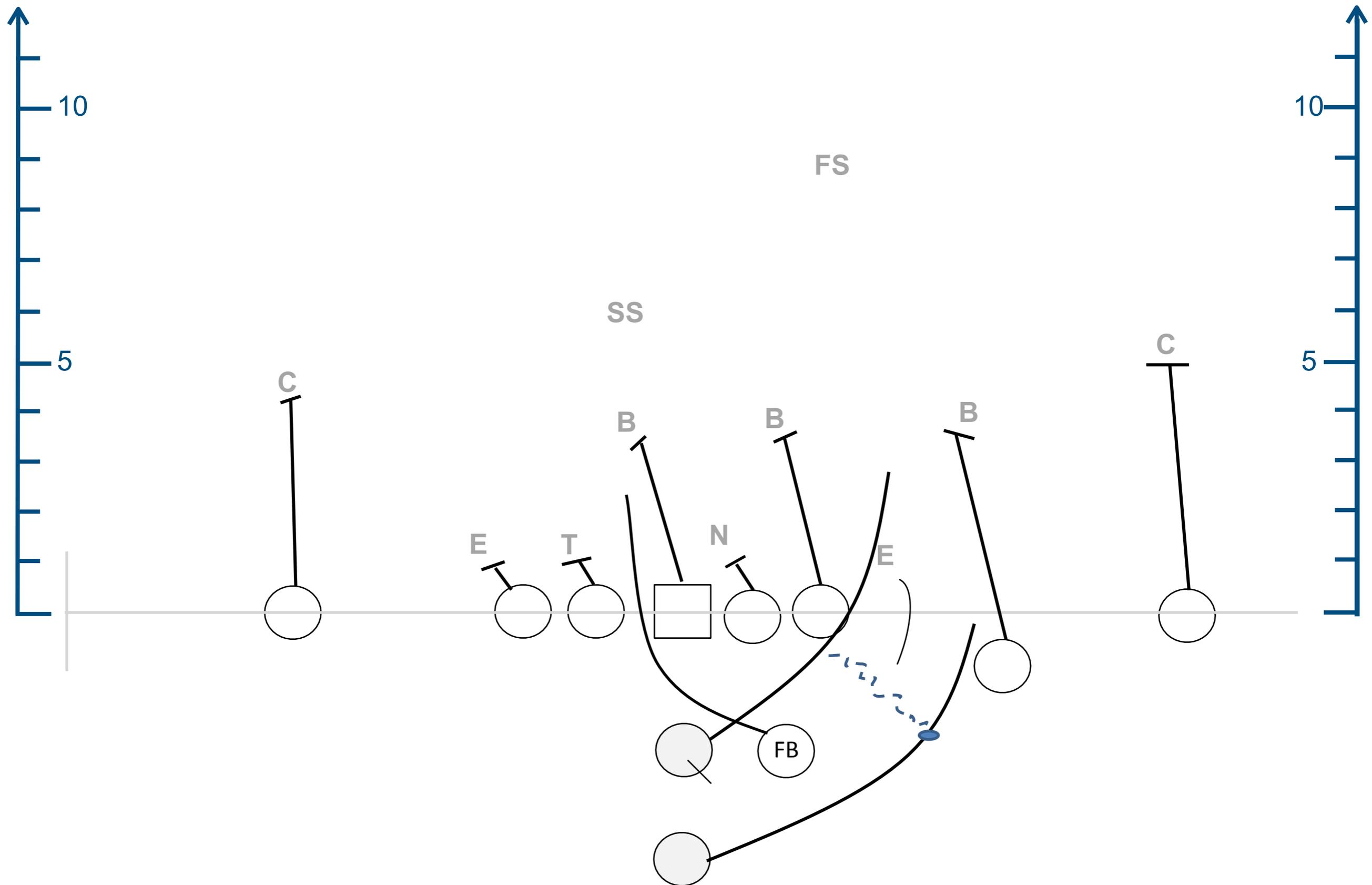
# Double I 26 SPEED OPTION



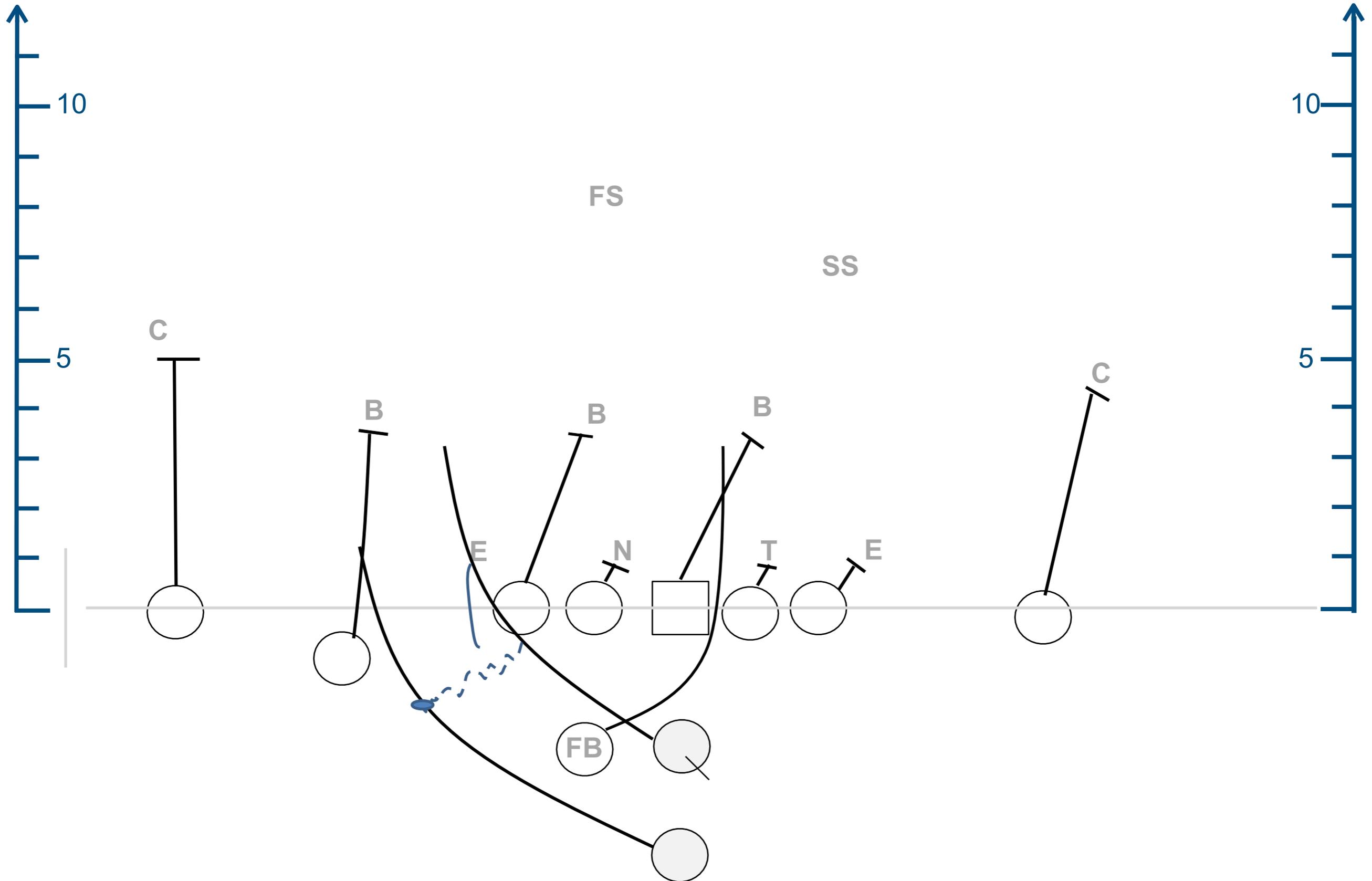
# DOUBLE I 27 SPEED OPTION



# REX ROB 36 Triple OPTION

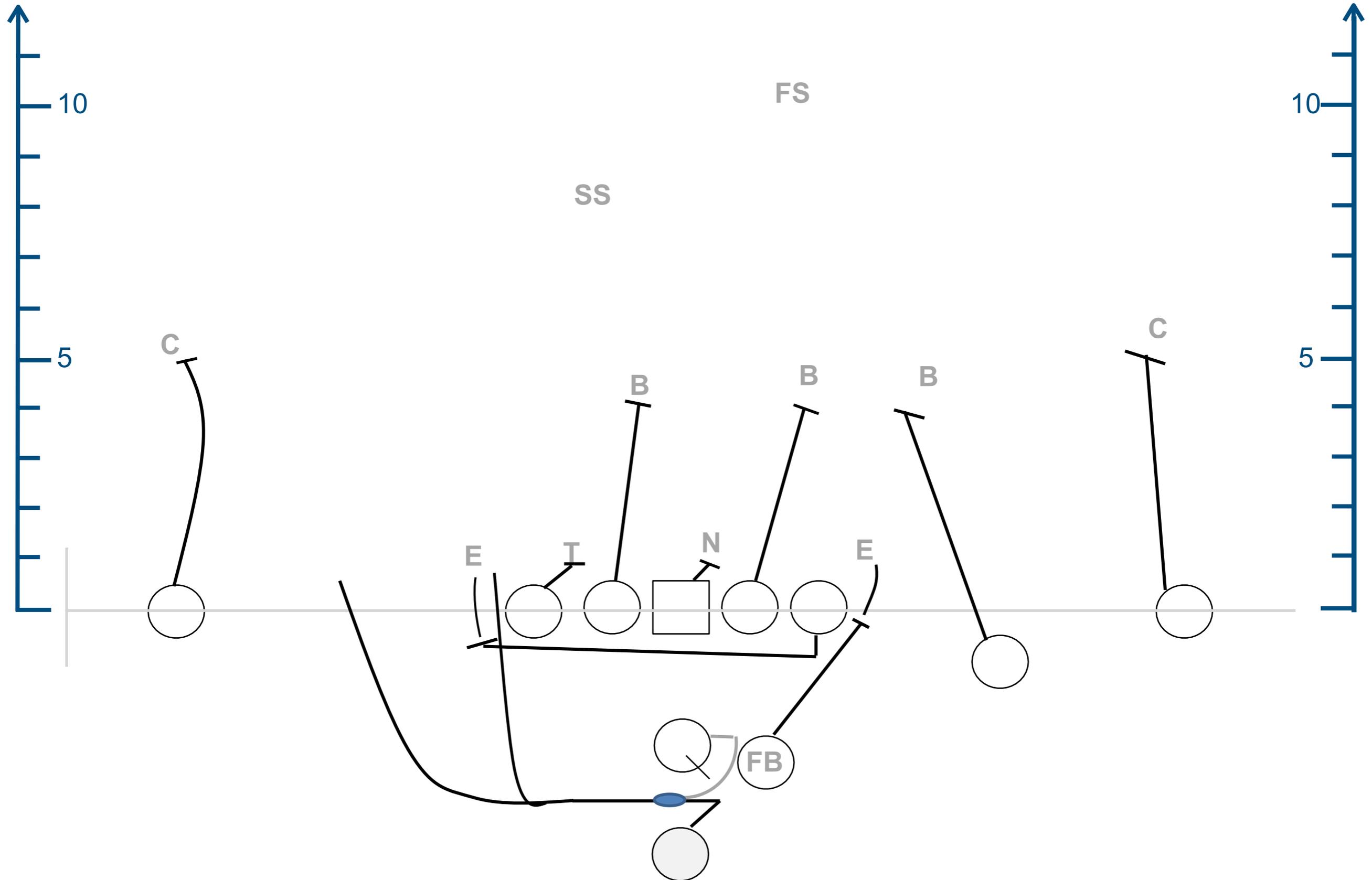


# LEE LOB 37 Triple OPTION

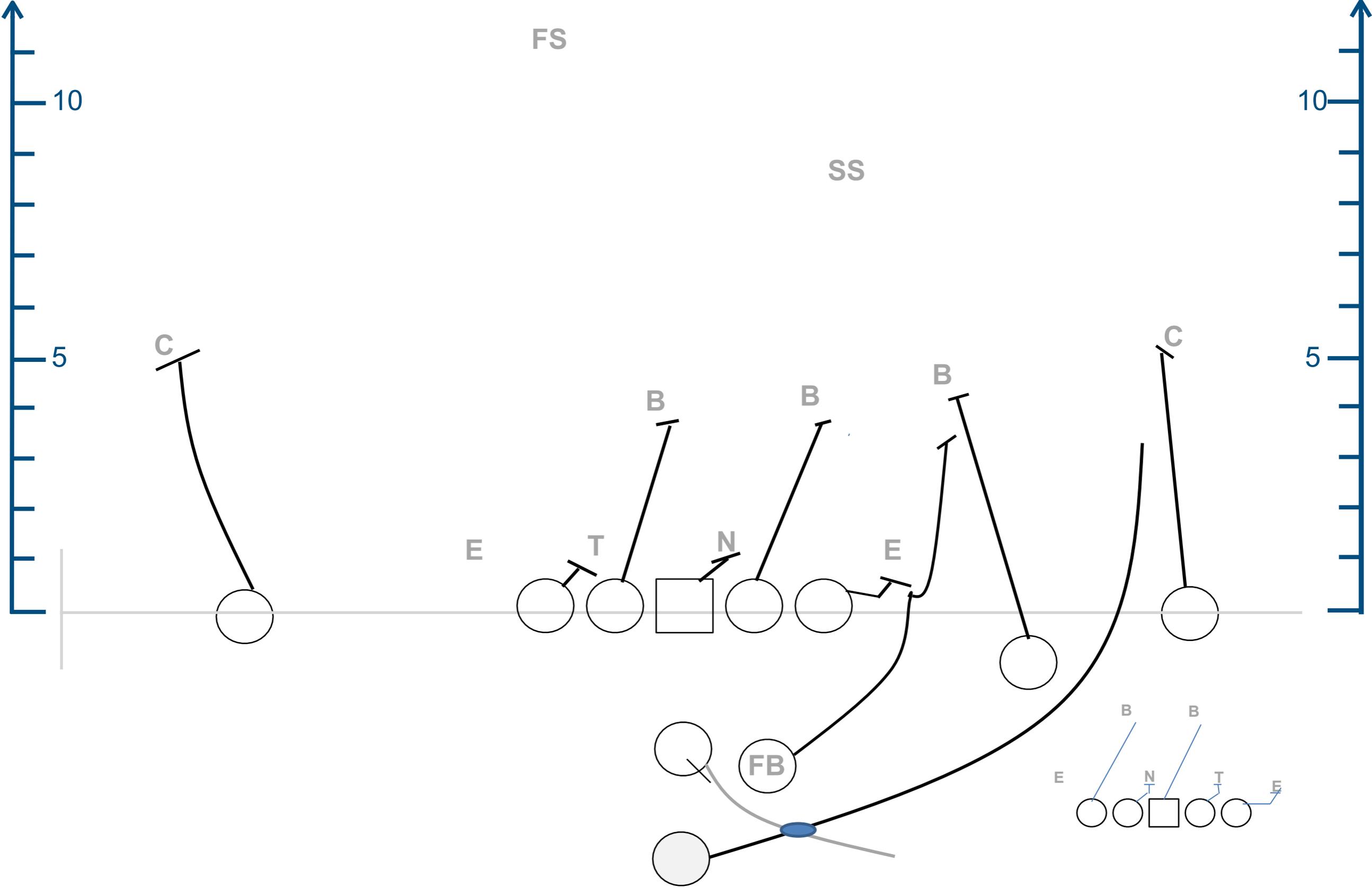




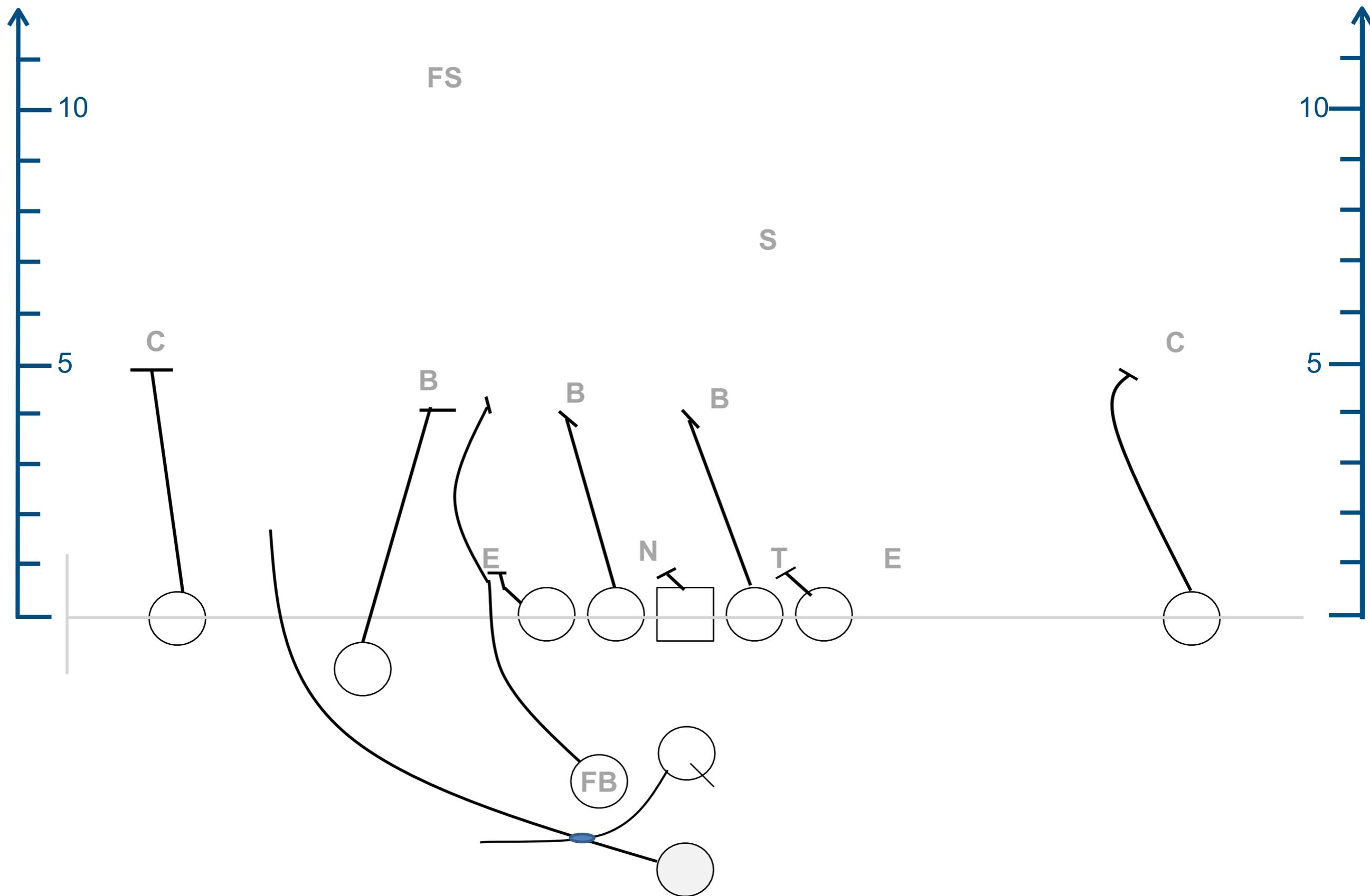
# REX ROB C39



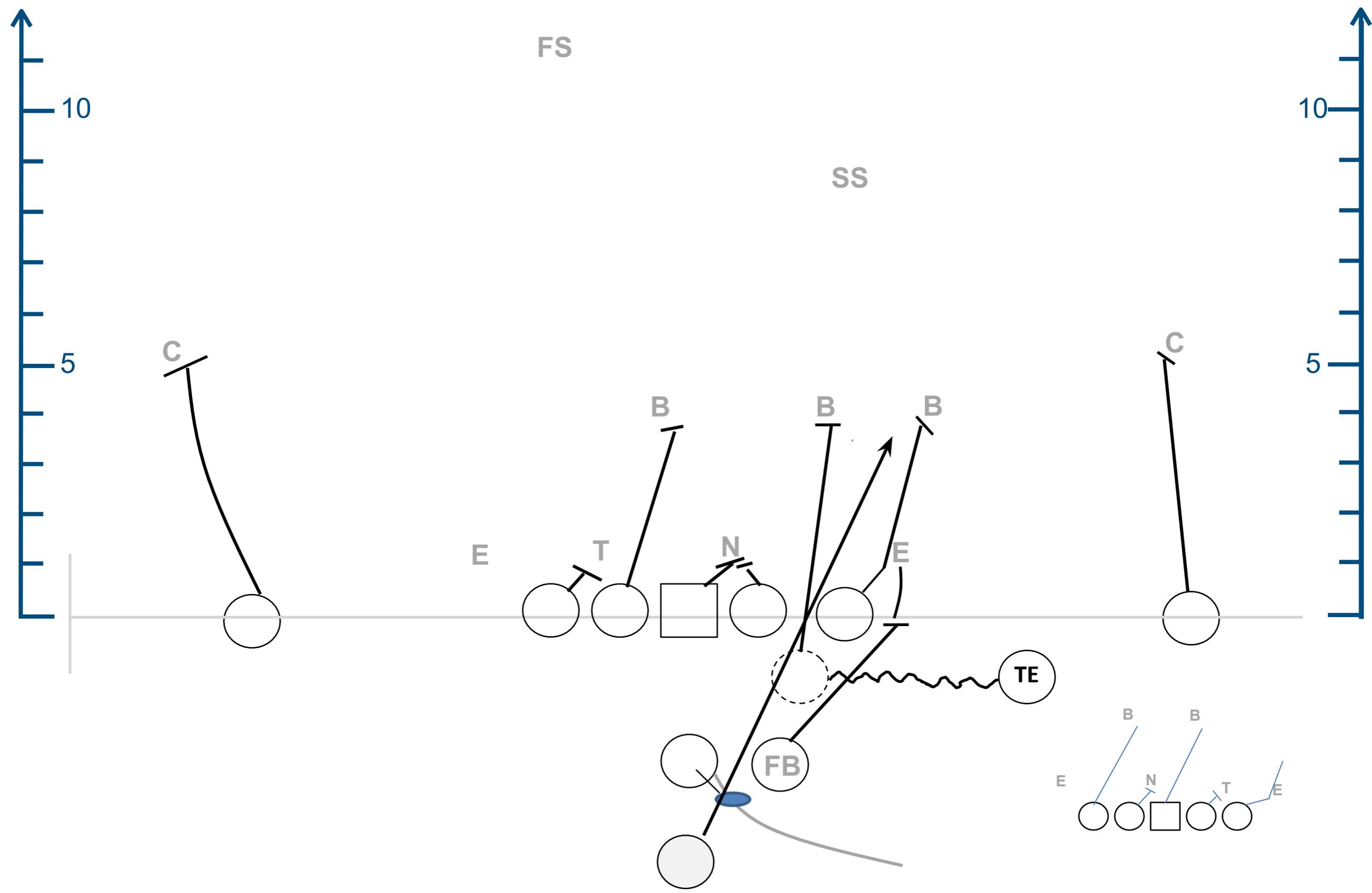
# REX ROB L38



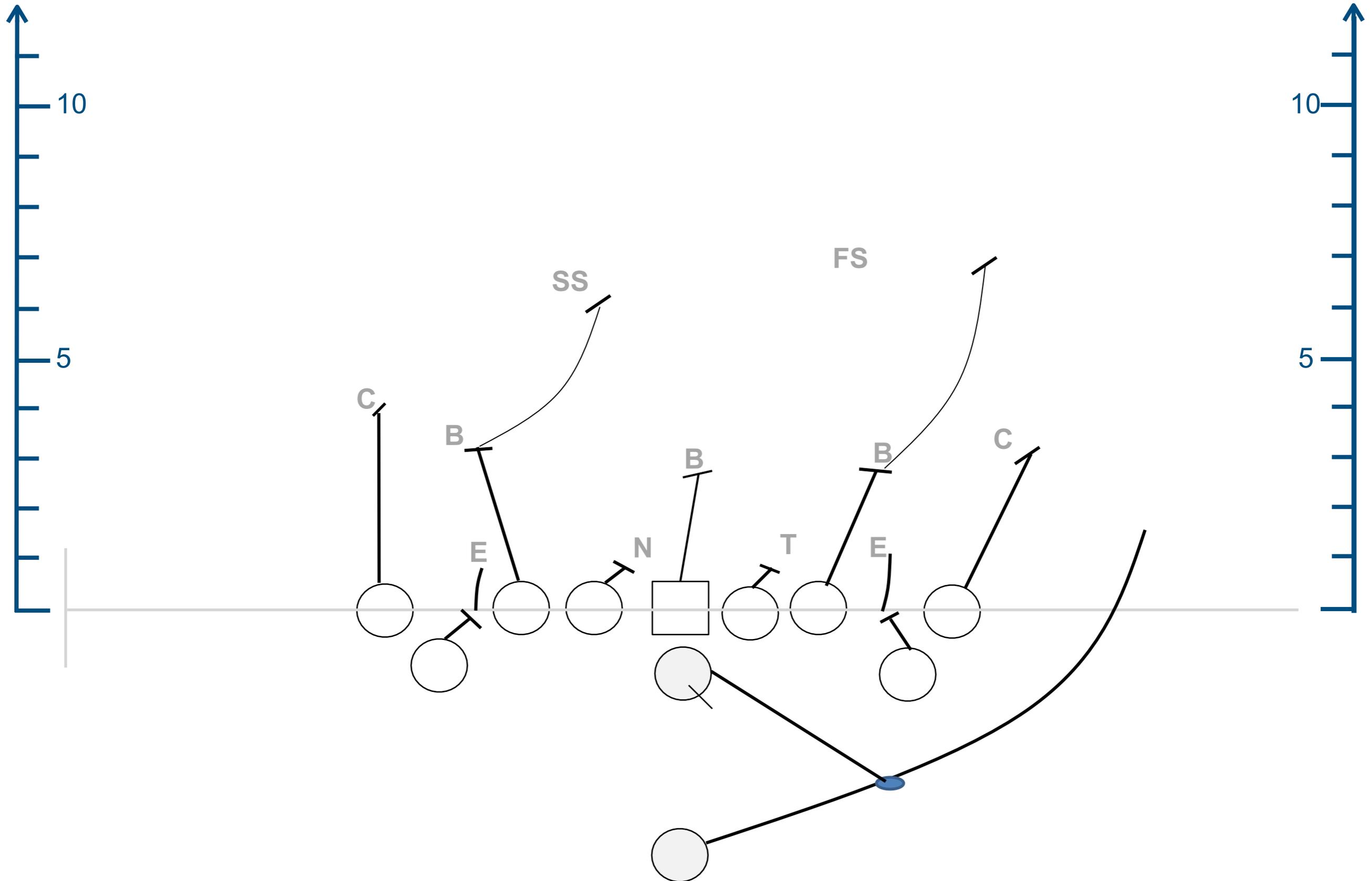
# LEE LOB L39



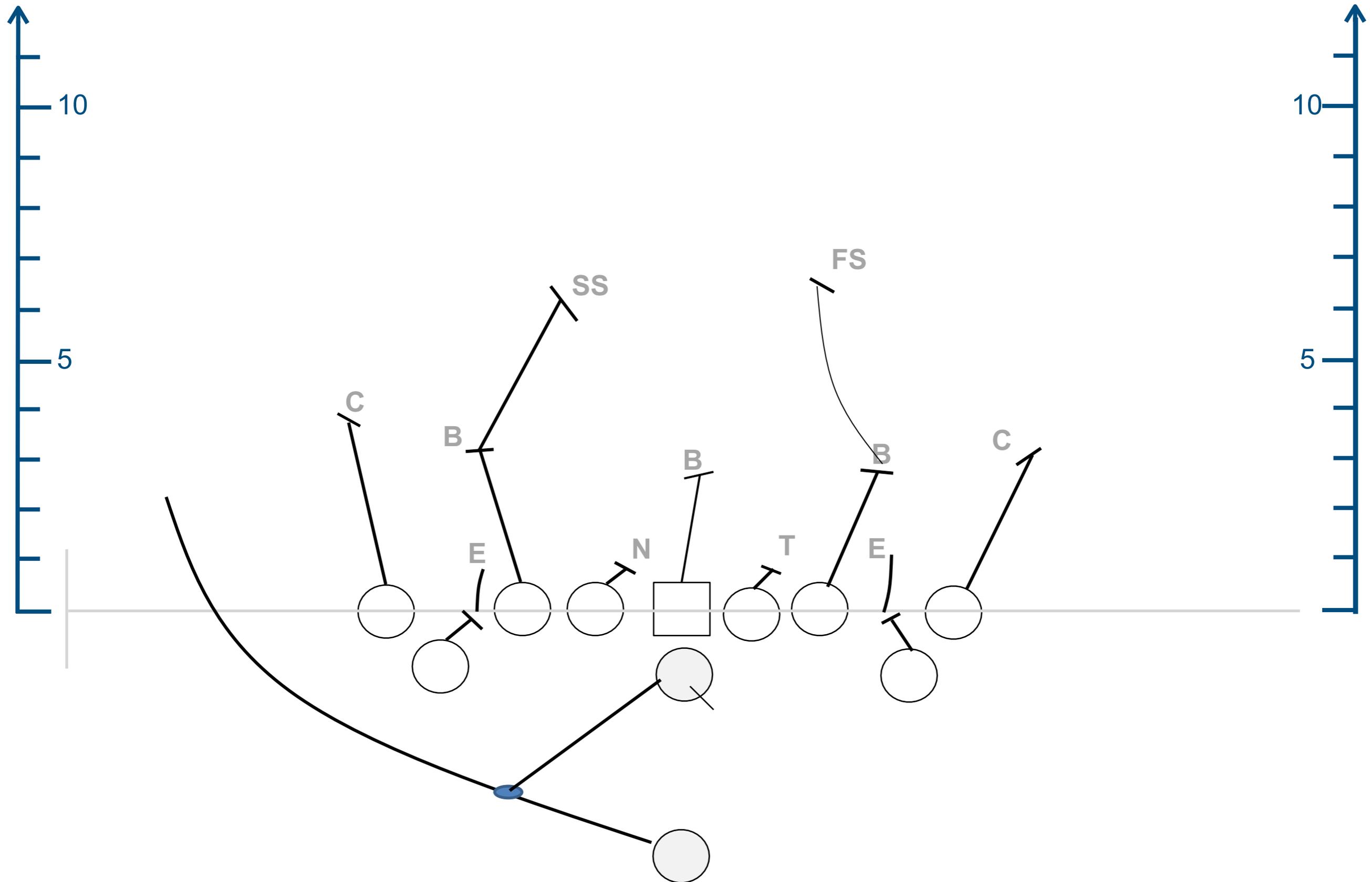
# HEAVY REX ROB L 34



# Double Stack (takle) 28

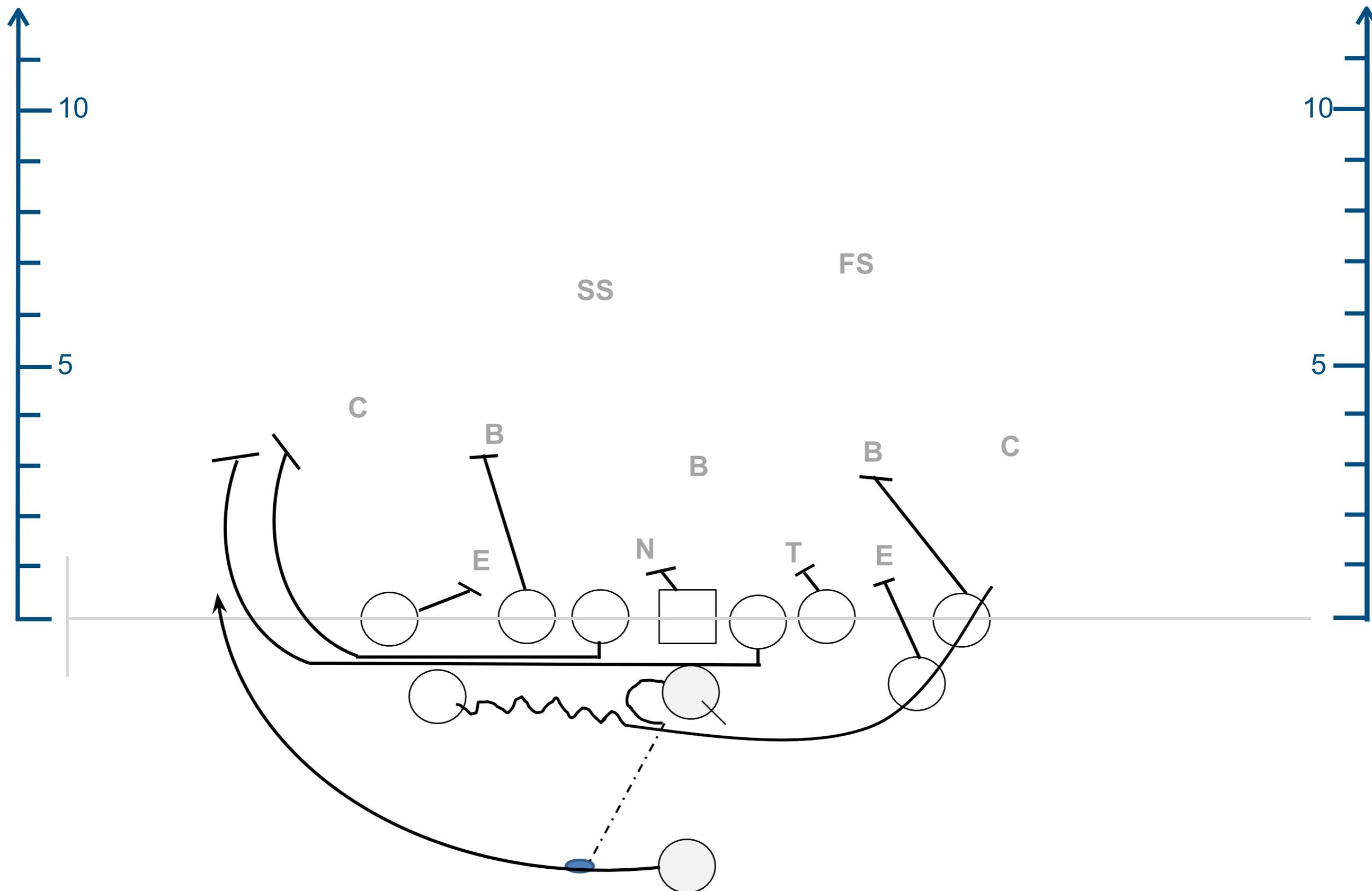


# Double Stack (takle) 29

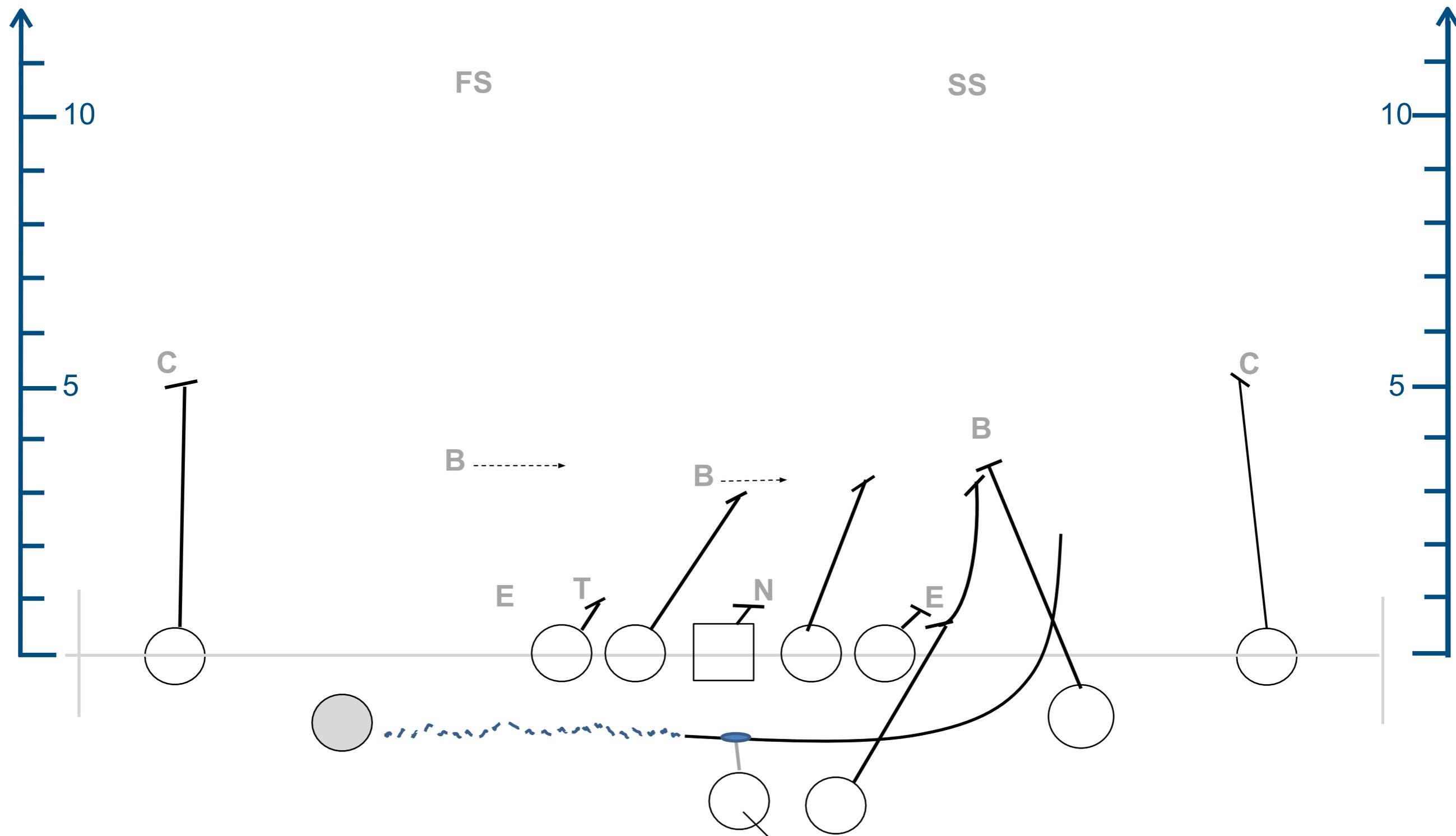


# Double Stack (takle)

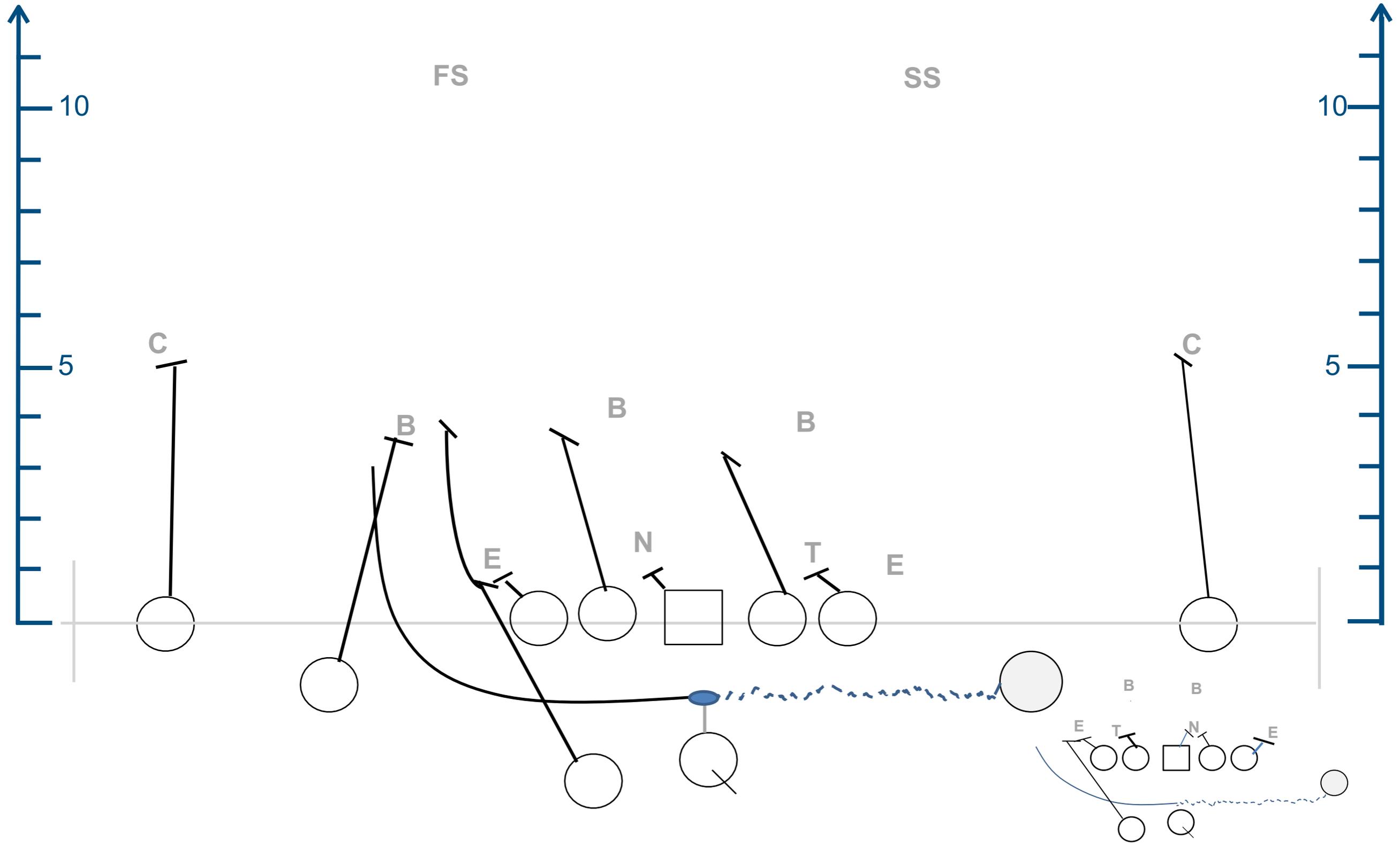
поток 29 гарды



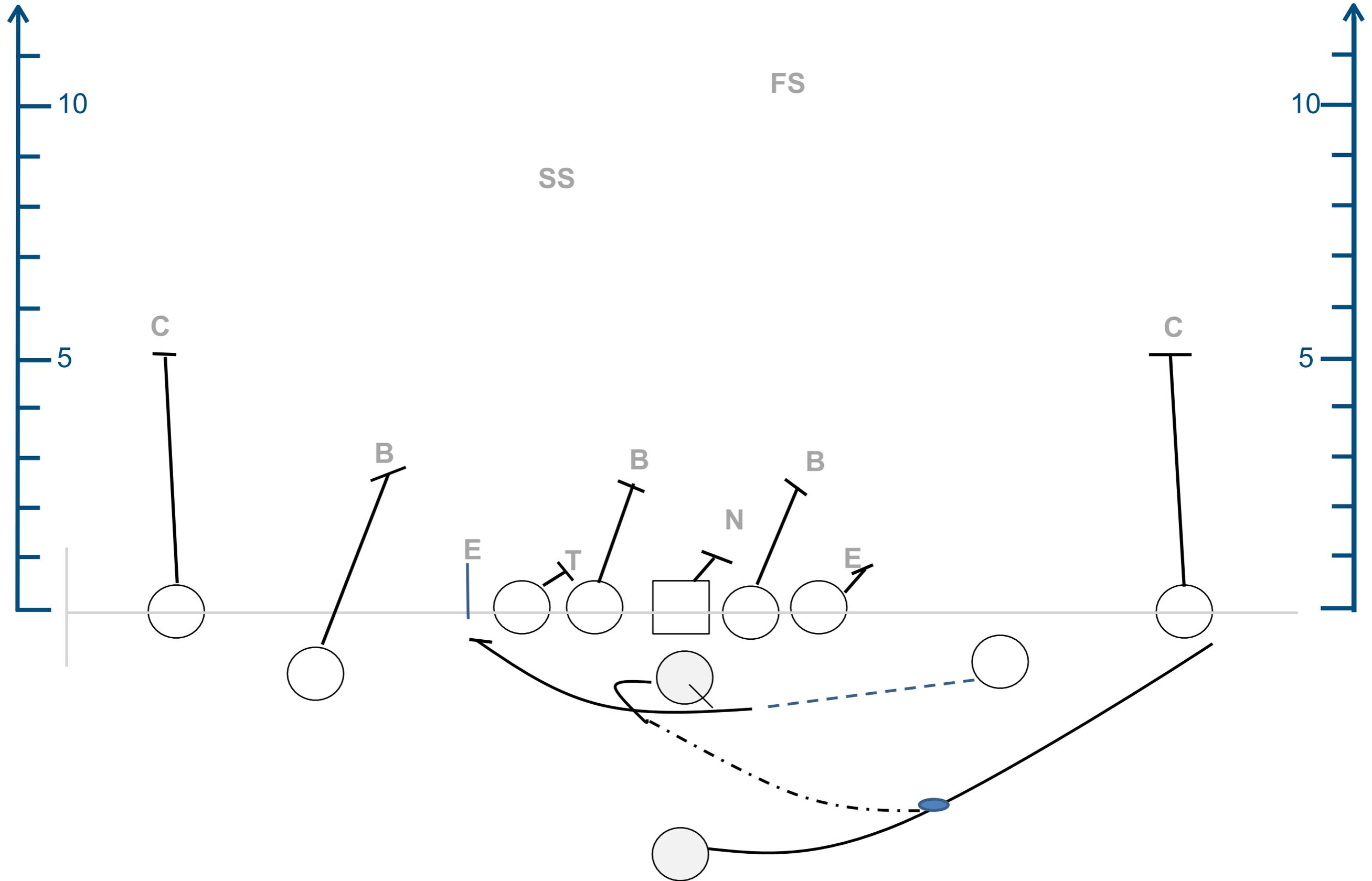
# Double Jet 8 (вправо)



# Double Jet 9 (влево)

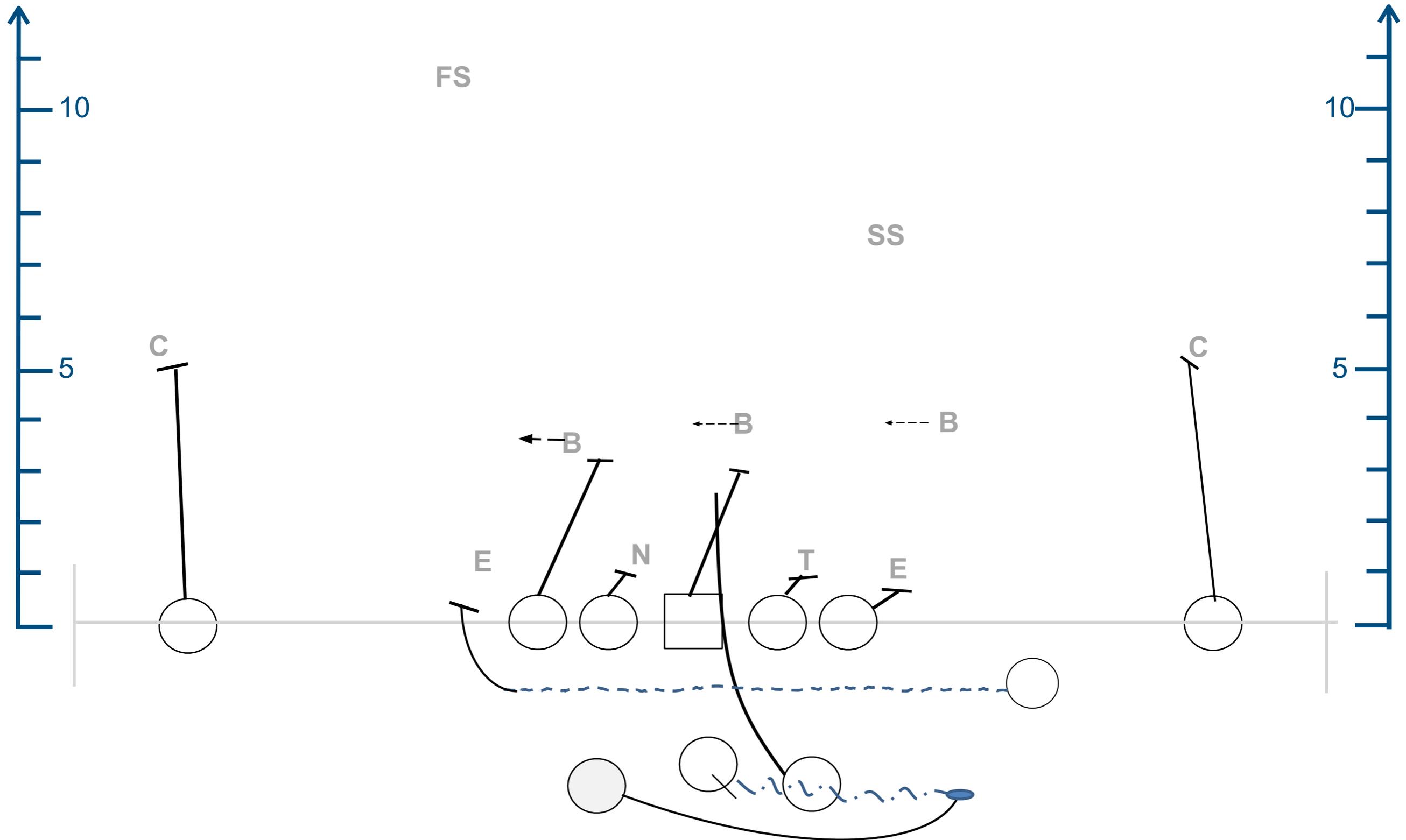


# Double Jet 9 TOSS 28

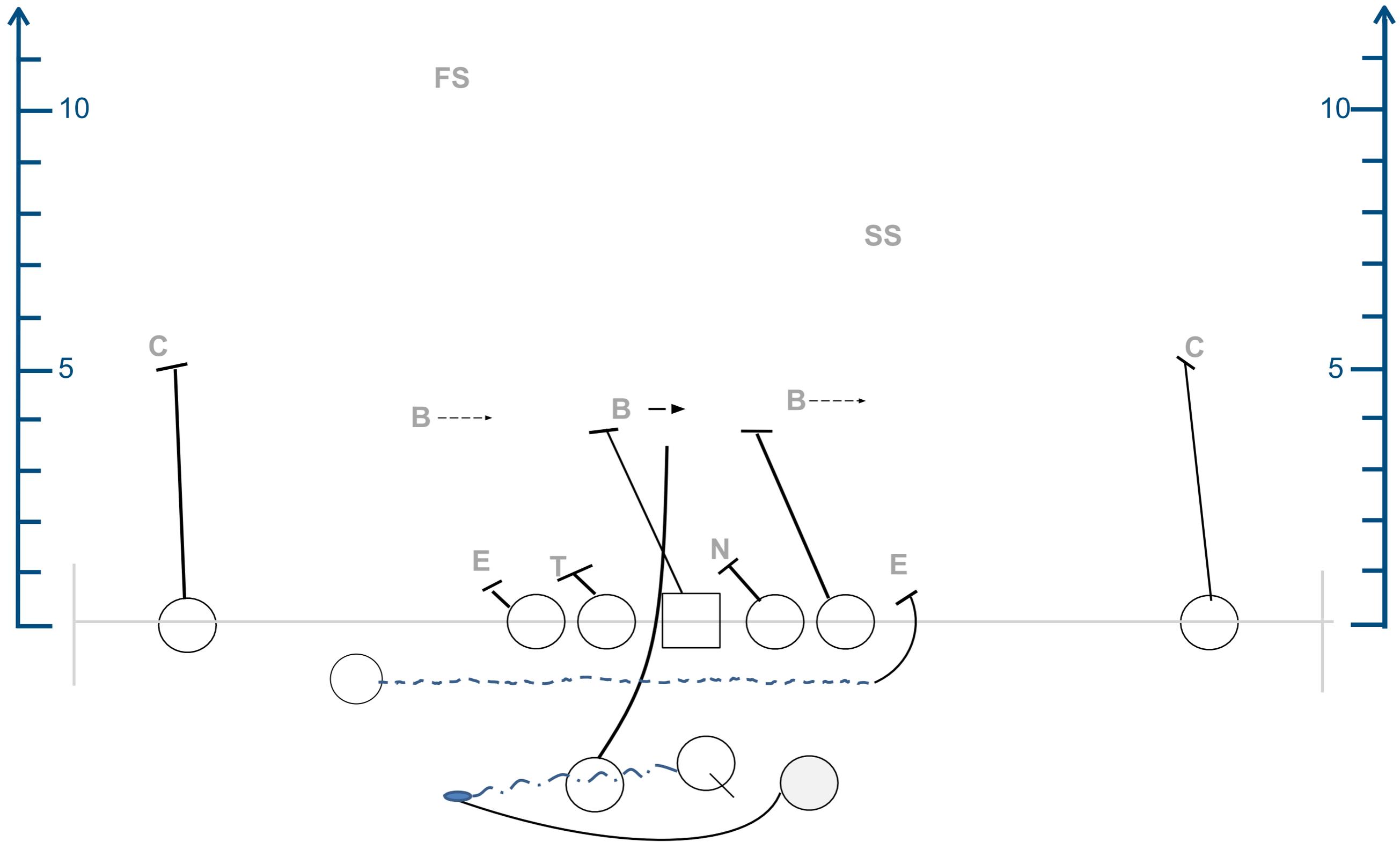




# REX SPLIT Jet 9 - toss 38 - 20

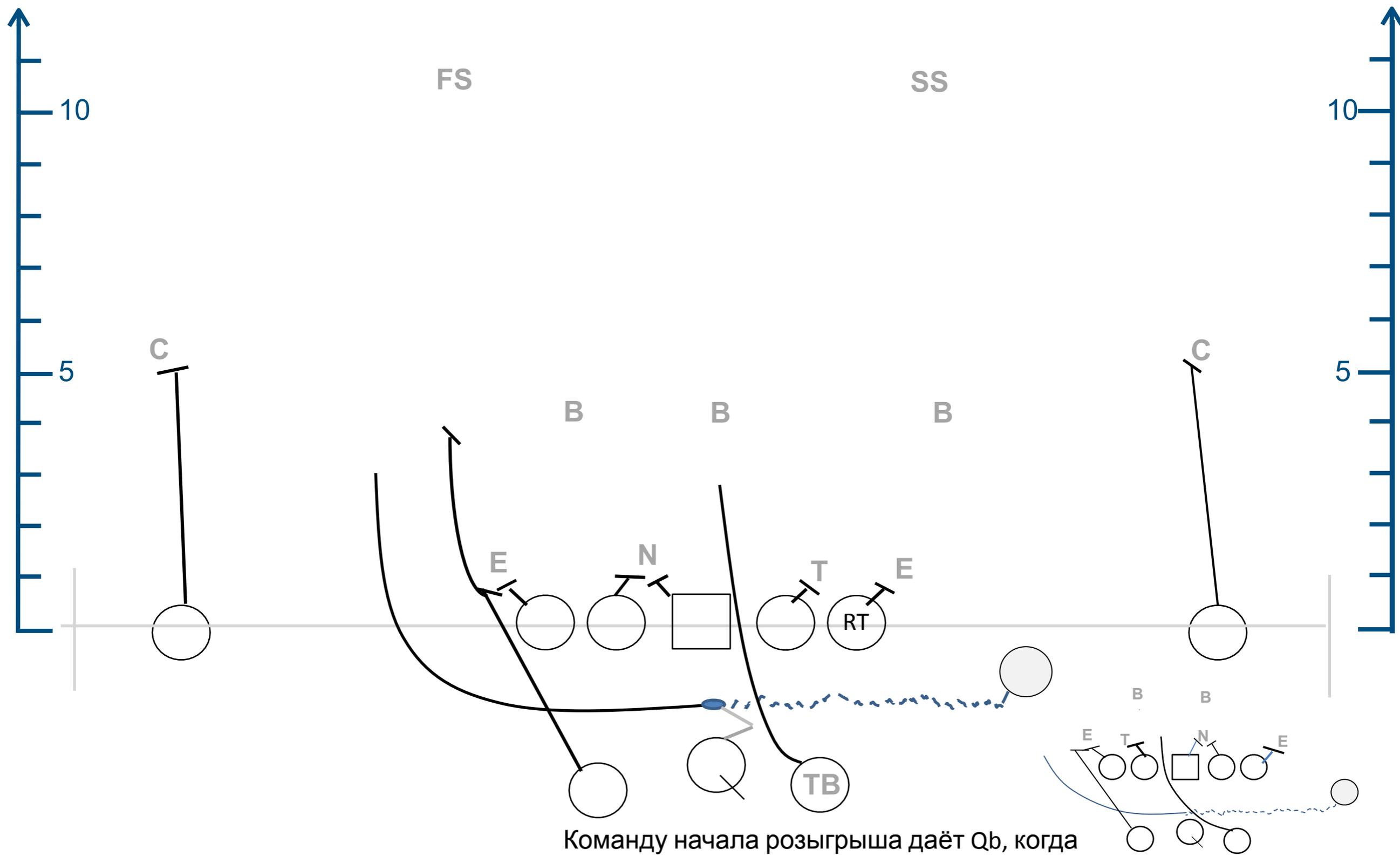


# LEE SPLIT Jet 8 - toss 39 - 21





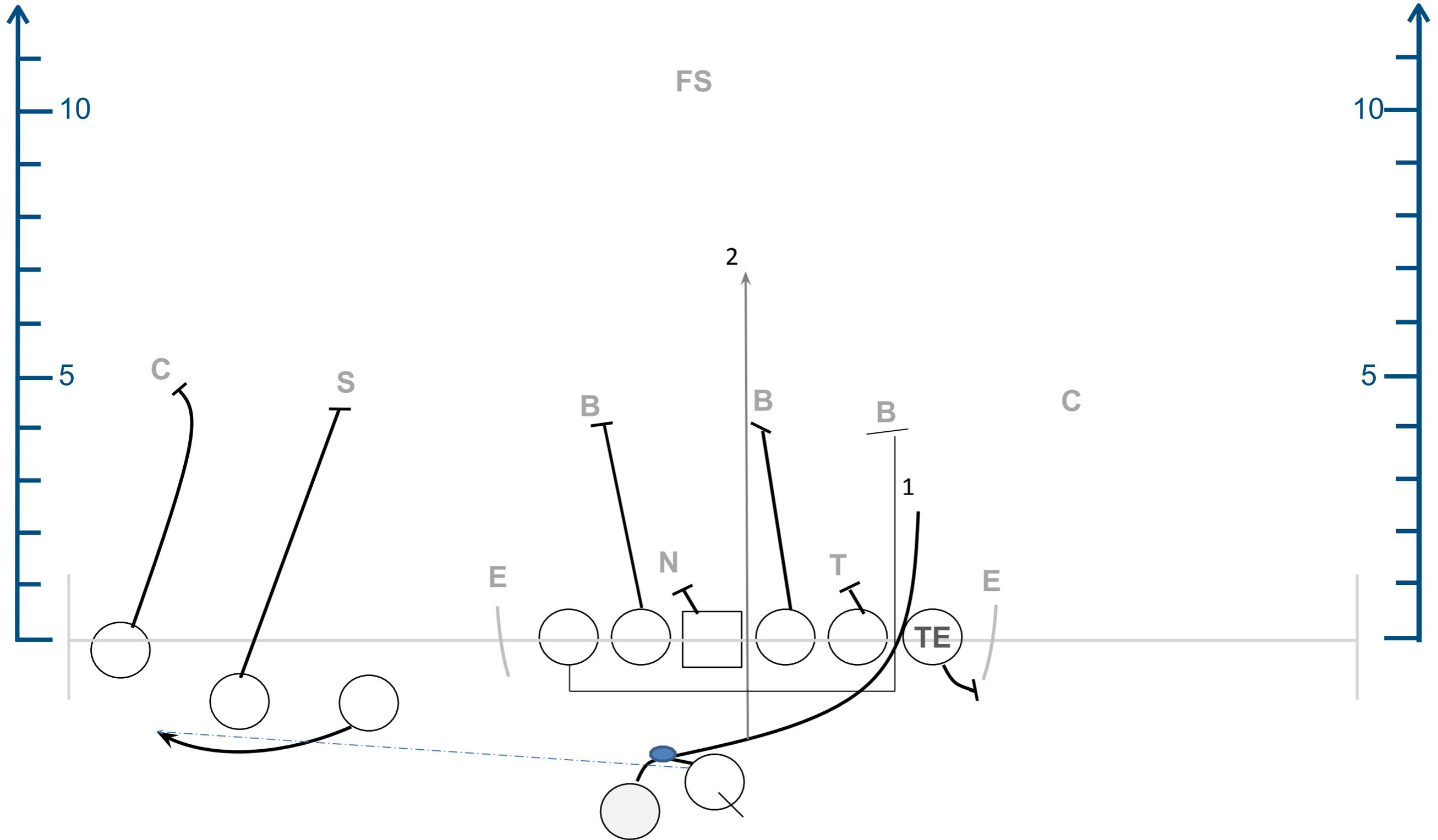
# REX SPLIT Jet 9 (20)



Команду начала розыгрыша даёт Qb, когда WR добегает до RT. Далее Qb делает фэйк-вкладку на Tb и после вкладывает мяч WR.

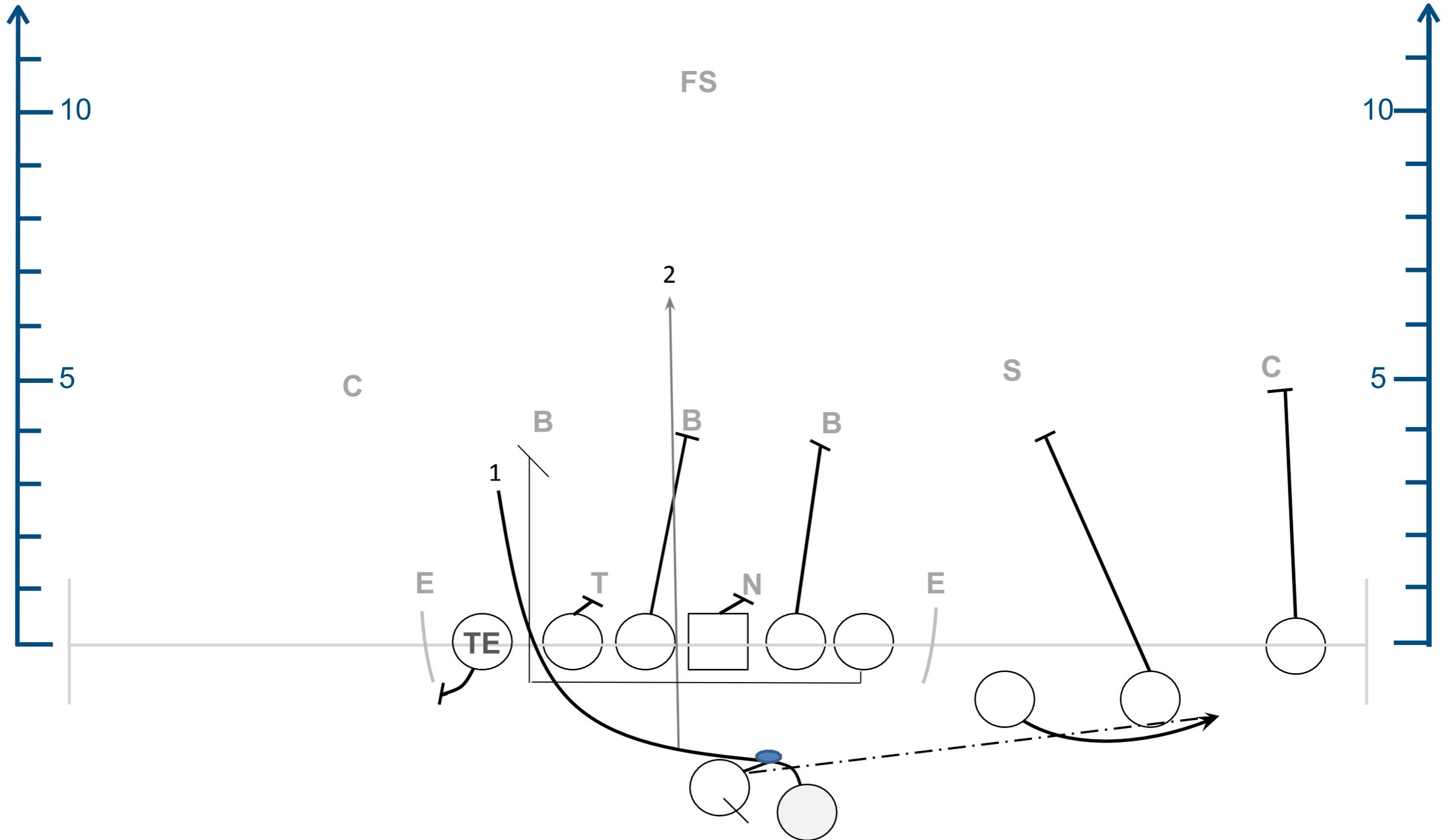
# TRIPS LT ACE RT 26

(TRIPS LT ACE RT 20)

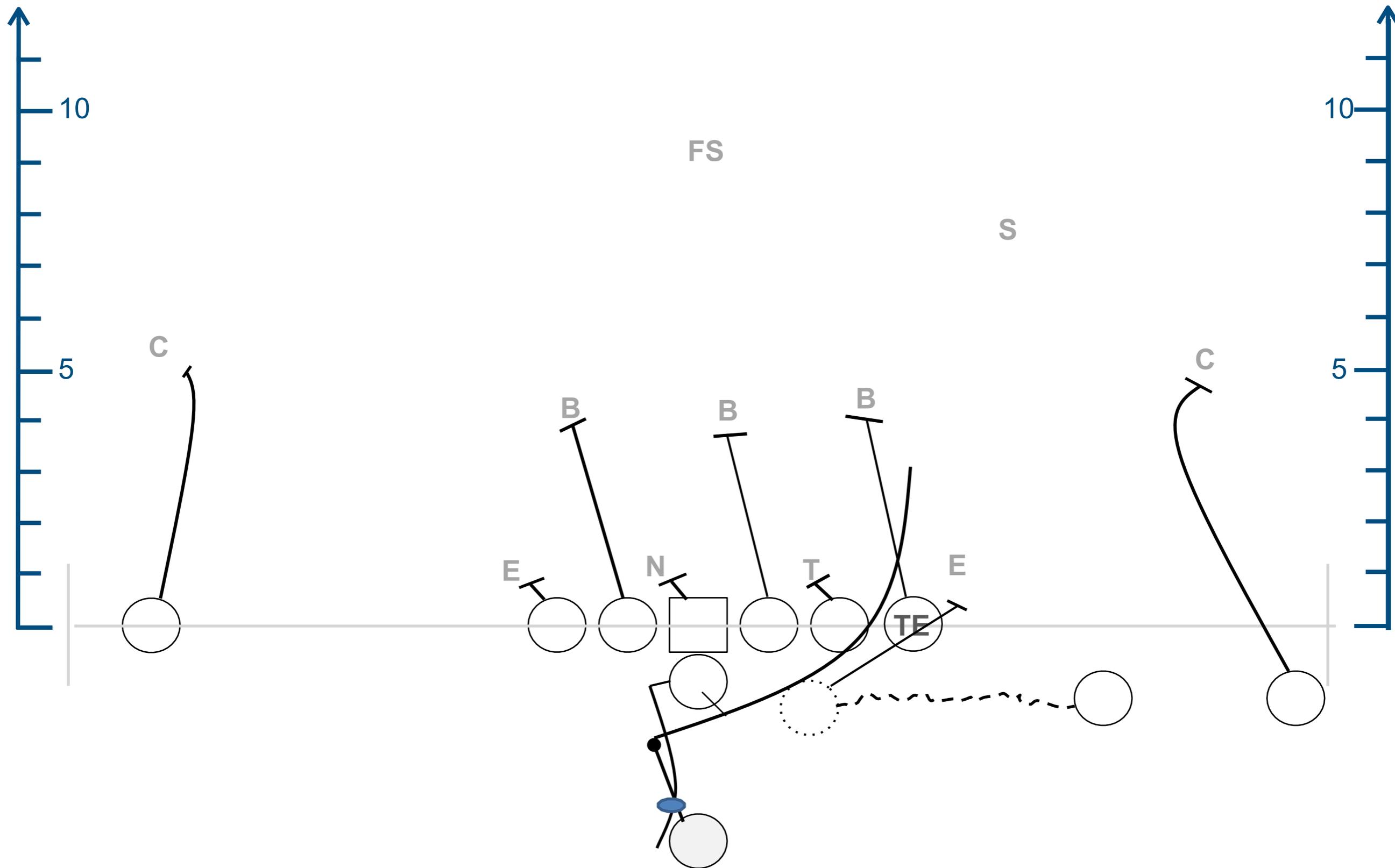


# TRIPS RT ACE LT 27

(TRIPS RT ACE LT21)



# TREY RT C36



# TREY LT C37

